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If you're into video, IMPACT VISION-24 is truly a dream come true for your A3000 or A2000. It is the first multi-function peripheral specifically designed for the A3000's video expansion slot.
With the optional A2000 genlock slot adaptor kit, it also perfectly complements and enhances the A2000.
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▶ **Flicker-Eliminator.** Duplicates and enhances the A3000's display enhancer circuitry. It even de-interlaces live external video! A must for any A2000 owner. Ask about our A2000 "genlock slot trade-up" program (in case your genlock slot is already used by something less exciting!)

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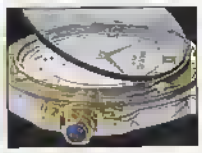

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Editorial

At this time, uncertainty is the only sure word to describe the specifications of Commodore's future Amigas. Despite numerous so-called rock solid leaks of model numbers and performance figures, reliable descriptions of any of the next Amiga generation are non-existent.

Whilst there can be no doubt the Amiga 600 is a but a small hint of what is yet to come, even it is a can of worms when it comes to clues to the future models. Additional control lines and extra unused circuitry suggest the A600 we know today may well be expandable in ways not yet revealed by Commodore. Perbaps a plug in AA chipset?

In Europe, sales of the A500 - a machine which according to some sources is no longer being manufactured - have not been 100% replaced by the new A600. It appears buyers are having reservations in respect to the new model's lack of expandability. Whilst this may be true for the moment, there's no telling what may be possible using the credit card style expansion slot. However, one thing is for certain, a faster processor may not be added as easily as to the A500.

Regardless of what Commodore may do between now and whenever the long awaited next generation of Amigas arrive, other companies will continue to improve the existing range. I think they may well be taking the Amiga 2000 beyond anything likely to ship from the mother company this side of next Christmas.

GVP will soon ship their EGS board, a graphics enhancer which connects to the popular Combo card. For around US$3000 you get a 24-bit graphic adaptor compatible with all applications which adhere to Commodore's graphics library usage. As an added bonus the same card can play 24-bit animation at a stunning 60 frames per second - even more than makers of *Terminator III* would ever need.

In the sound department, we will soon see the arrival of several new cards that provide 12 to 16-bit sound sampling and processing. Hopefully someone will address the requirements of Digital Audio Editing too.

What does all this mean for the average A500 owner? The Amiga will be around as a serious platform for a good time to come. Which also means the low end machines will enjoy filter down technology. However, the key to improved performance from day to day software will depend on the machine specification which becomes the common denominator amongst all Amiga owners.

So, although these third party add ons are very exciting, we still eagerly await the day when Commodore launches the next wave of Amiga technology on the unsuspecting computer world.

From what we know so far, they sound like truly awesome machines. There's good reason to believe they may be launched within the next few months. If that happens, this summer may see many new Amiga owners clicking away at three button mice on machines we've only dreamed of. ❑

Andrew Farrell

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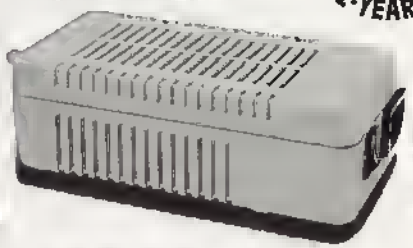

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UPDATE

Education

We have had a very positive response to the new ADI range of educational software and I thought you would be interested in some more details. In Math there are two age groups, 11-12 and 12-13. The 11-12 covers the following topics:

Numbers, Mental Calculations, Shape and Space, Geometric Figures, Symmetry, Algebra and Statistics.

The 12-13 covers: Fractions, Transformations, Plane Figures, Proportions, Mental Calculations, Directed Numbers and Algebra.

Similarly with English there are the same two age groups and age group 11-12 covers:

Important Grammatical Principles, Spelling, Punctuation, Vocabulary, Word Patterns, Prefixes and Suffixes, Comparative Statements, English Comprehension and Word Quizzes.

The 12-13 covers:

Spelling, Grammar, Words and Style, Voculabulary, Dictionaries, Using Words & Capital Letters, Punctuation, Proof Reading, Phrases and Comprehension Exercises.

Upgrades

Finally, for those of you who may be upgrading to the new A600, you will find in the box special offers from us to upgrade your Word Processor to *Wordworth*, your *Home Accounts* to *Home Accounts 2*, and there is other information in there as well. On the other hand, if you do want to upgrade your current word processor to *Wordworth*, please give us a call on (02) 748 4700. ❑

Pactronics Pty Ltd, 98 Carnarvon St, Silverwater, NSW (02) 748 4700

Pactronics

Ram Rumbles

Melbourne Commodore Computer Club Inc.

An update on the Melbourne Commodore Computer Club Inc. The correct address for correspondence is PO Box 177, Box Hill Vic, 3138. The current president is Rob Jackson. Meetings are on the second Wednesday of each month in the Courtyard Room, Nunawading Civic Centre, Whitehorse Road, Nunawading, at 7.30pm. The group supports C64/128 and Amiga. For more information contact Dorothy on (03) 725 0682.

Yarra Valley Commodore Users Group

The Yarra Valley Commodore & Amiga Users Group meets on the first Tuesday of every month at the Senior Citizens Club Rooms in Hardy St, Lilydale Vic at 8.00pm. The president is Barrie Vickers, and you can reach him on (03) 735 0638, or the secretary, Theo Hristakos, on (03) 735 5310.

Virtual Reality and Amigas

If you went to the Powerhouse museum in Sydney recently you may have been fortunate enough to beat back the kids and get a go on their Virtual Reality set-up. According to Robert Lang, who crushed several ankle-biters in his frenzy to virtualise, it is a full-on experience, and not for those with dicky tickers.

The details of the actual set-up are vague but here's what is happening in the US (I quote from The Starship News Network, who are in turn quoting from Mondo magazine): "The core of the system is the EXPALITY(tm) (Experience Provider for Virtual Reality) computer, which uses a specially modified Amiga 3000 motherboard (sporting a 25MHz 68030 processor plus 68882 math coprocessor) to drive two parallel-pipeline TI 34020 graphics processors turbocharged with two 40MFLOP TI 34082 RISC math coprocessors, which create up to 30,000 independently shaded polygons a second at 30 frames per second on your visor's dual liquid-crystal color screens. Translation: realistic and real fast.

"Polhemus 3D sensors (one in your helmet and another in your 3D joystick or glove) indicate which direction you're looking and firing in and direct the quadraphonic digital sound tracking system. A 550MB CD-ROM and 100MB hard disk store the game's visuals, music, voice, sound effects, and virtual-world database.

"Up to 12 of these $65,000 Virtuality stations can be connected together, linked by an Ethernet network. A 110-degree wide-angle visor is also in the works."

The inventor says that passive viewing is a thing of the past - virtual reality grabs you and makes you a participator.

AMUG Burwood Amiga User Group World of Commodore Results

If you attended World of Commodore and were wondering obout the results of a certain competition, details of which we were not provided, here are the winners:

1st - 760 P. Johnson
2nd - 750 K. Resenberger
3rd - 703 T. Hainsworth
4th - 709 P. Ward
5th - 800 B. Brown

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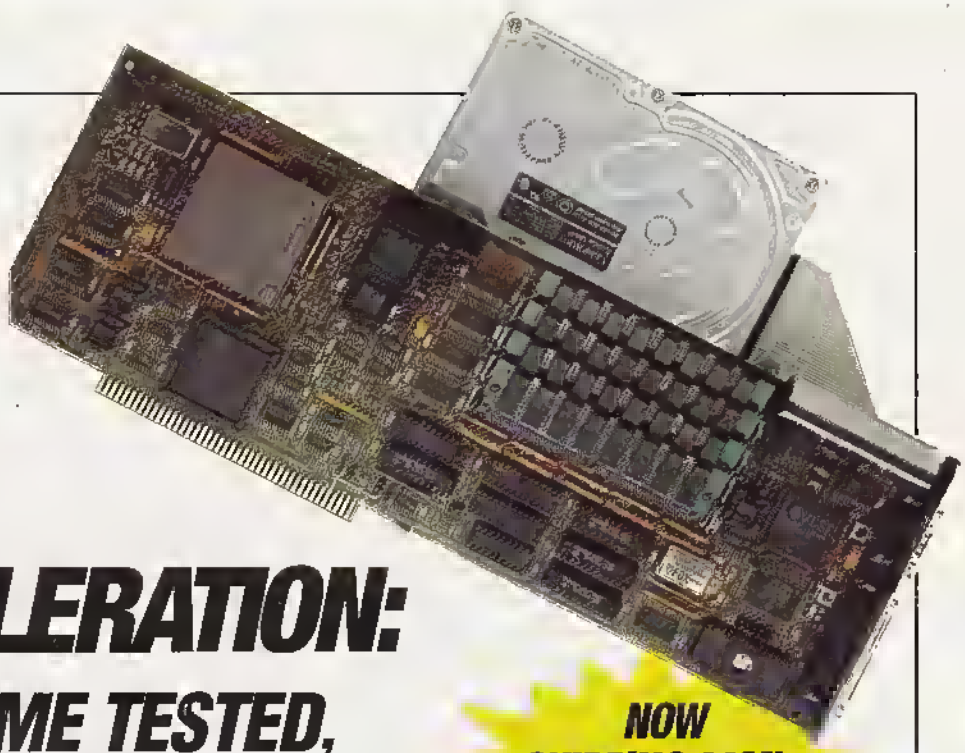

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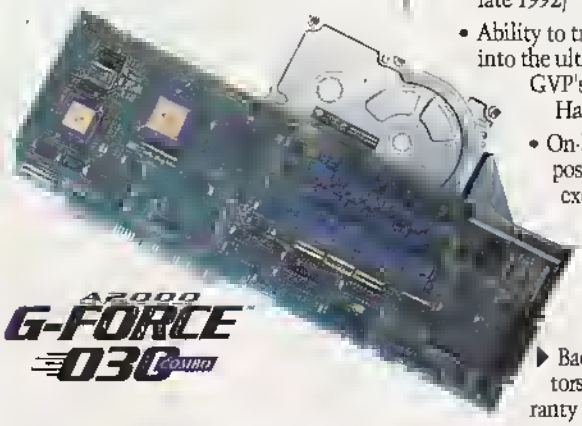

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NOTEPAD

Kickstart 3.0

Some developers have Commodore's new enhanced graphics chipset installed in their Amigas and are beta testing Kickstart 3.0. The new chipset offers 256 colour VGAish displays, which in itself, isn't exactly revolutionary. But think of this: Amiga Hold-And-Modify mode (HAM) works by modifying the currently available 16 colours into a palette of 4,096 shades; a little arithmetic quickly reveals that the new AA Chipset should produce 65,536 simultaneous shades. *ProWrite 3.2* actually supports 256-colour displays already. Check out our October issue for the full factual story on the next generation Amigas!

Progressive Fire!

Progressive Peripherals and Software in the USA burned to the ground recently. Almost an entire city block burned. It was in an old section of downtown Denver. From a helicopter aerial view (shown on TV) there's nothing left of any of the businesses in that block - everything is ash. PP&S said that they have another office in town and they hope to continue business operations.

DiskMaster II - V2.03

Several new features have been added to this popular directory utility. Besides upgrading printer support and replacing the long lost Print Dir command, *DiskMaster II* now offers new public screen host support, AutoKey commands, "Sort By" function and AutoModPlayer (for Tracker modules). Upgrade cost is $10 (US) from any version of *DiskMaster II*, $25 (US) from any version of *DiskMaster* prior to II. Locally, try Computermate (02) 457 8388.

CDTV Threat

Both Sega Genesis and Nintendo have announced availability of new CD-ROM based entertainment systems, with Sega's sliding home at US$299 and Nintendo's at US$199 - undoubtedly LESS than Commodore pays to have CDTV built. While CDTV's CD-ROM offerings embrace reruns of Amiga titles backed by reference volumes, the batting lineup for these new guys include sluggers like Michael Jackson and, through the auspices of Sega's relationship with Sony, talent from Columbia Pictures.

In a related development, C-Cube Microsystems of Milpitas, CA, announced at CES immediate availability of CL450, the first ever single-chip MPEG (Moving Picture Experts Group) decoder. This chip is designed to function in consumer electronics products (such as CDTV, for which Commodore pledged future MPEG capability) and is predicted to push CD-based products to the 1 million units sold mark in 1993, with 35% growth per year predicted thereafter until 1996.

SMPTE '92 Exhibition

The Society of Motion Picture and Television Engineers 1992 conference and exhibition will be in Sydney 31st August to 3rd September at the Darling Harbour Convention Centre. For those involved in, or interested in, video production, this is a must-go. A look at the speaker line-ups seems to show that Kodak and Quantel have hijacked the couference - perhaps their strategists know something. However, there will be a lot of good information covered. If you're interested write to ETA, PO Box 547, Manly 2095.

Print manager for Citizen printers

If you own a Citizen printer, then you should get the new specially made print enhancement utility. It was designed to get the most out of Citizen printers linked to Amigas. Ask your PD library or check back with your Amiga dealer.

CD-ROM file system

AsimCDFS brings ISO9600, High Sierra, and Macintosh HFS CD-ROM compatibility to the user. Included in the package are *AsimTunes*, an Intuition-based CD audio controller, and *FishMarket*, a CD-ROM full of the Fish disks. AsimCDFS can read virtually all CD-ROMs and a number of drives are supported and any SCSI controller conforming to Commodore's standards should work fine. RRP is US$80. More information from: Asimware Innovations, 101 Country Club Drive, Hamilton, Ontario L8K 5W4, Canada.

The Answer Upgrades!

GSoft have made some significant updates to The Answer. The program now supports co-operation with *GPFax* and AutoHangup Detect (Bullet Proof!). The hardware has been modified to work from the joystick port for improved co-operation with badly behaved serial devices. Existing owners should contact GSoft and arrange for the return of their Answer if they would like this modification installed.

The software also supports lots of

Home Brewer's Disk

Beau Rice of Canberra has released a lengthy, and very practical, manual with all you ever need to know about making hooch at home. The disk includes all kinds of beer, all kinds of wine, fortified wine, brandies, and much more, along with other less inebriating concoctions such as ginger beer. Just the thing for the home handyman who gets mildly legless, and it widens the scope of public domain (in this case shareware) somewhat too. If anyone else has useful material like this on disk, send it in! Check your local PD library for details.

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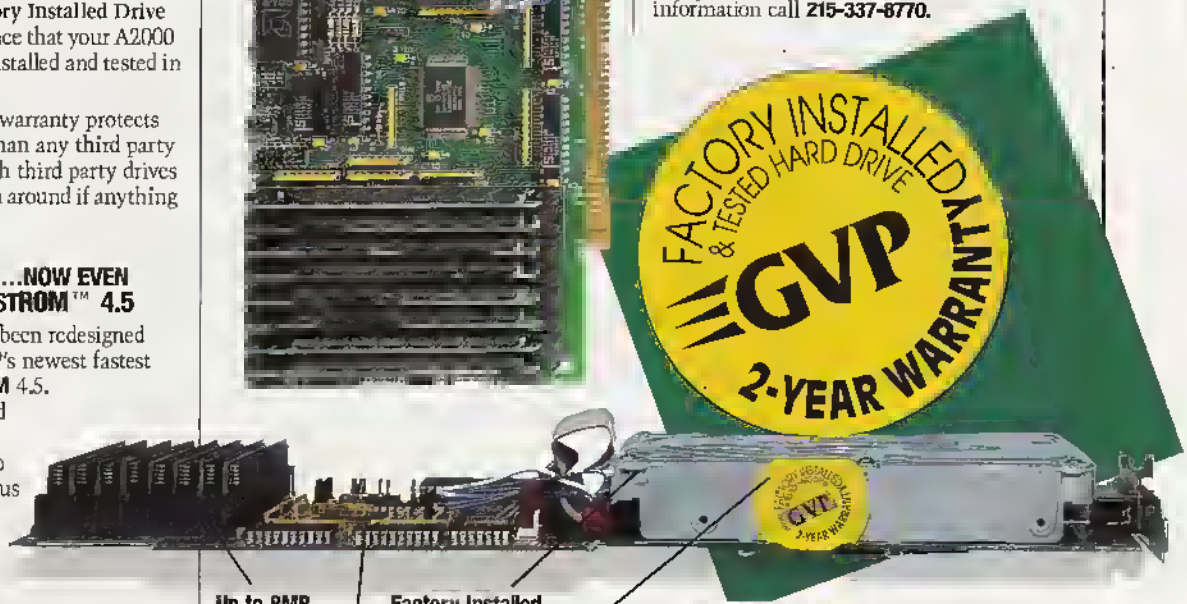

★ ***Ask your dealer about Syquest 44MB or 80MB removable hard drives for use with any GVP SCSI Controller. Special factory-bundled configurations are now available.***

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See the full page ads in the first few pages of this mag for details on the many GVP peripherals available to enhance the power of your Amiga A500, A2000, A3000.

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A2000 HC8 240Meg HardCard	$1540
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other improvements including more Arexx commands, improved configuration options, execution of Arexx or script commands on phone answer and last number redial. For more information call GSoft on (08) 254 2261.

Wordworth/ Kindwords 3.0

It's not surprising that when The Disc Company wanted a new version of *KindWords*, they came to Digita the creators of *Wordworth*, Europe's favourite Amiga word processor. *KindWords 3.0* shares *Wordworth*'s look and feel; they both use Digita's Human Interface Protocol, which enhances the Workbench desktop and makes the software intuitive and easy to use. It also means that if you know your way around *KindWords 3*, you'll know *Wordworth*.

Any *KindWords 3.0* user can trade-up to *Wordworth* for just A$99 by sending the front page of their manual and payment direct to: Pactronics Upgrade Centre, 98 Carnarvon Street, Silverater, NSW. Telephone (02) 748 4700, fax (02) 748 4604.

Digita Consolidates Partnership in Australia

After successful negotiations at the recent World of Commodore Show, Sydney, Digita International and Pactronics have re-affirmed their three year relationship. Pactronics will continue to exclusively distribute and support Digita in Australia, New Zealand and Tasmania.

All registered Digita users have access to local telephone support and backup from Pactronics. To further improve local support, Pactronics will be handling all Digita upgrades, through their Upgrade Centre. This will allow registered Digita users and users of similar products to get Digita software upgrades at a minimal cost.

KindWords 3 owners (or any alternative Amiga word processor) will be able to upgrade to *Wordworth v1.1* for A$99 (plus p/p). *Home Accounts* owners (or any alternative Amiga accounts software) will be able to upgrade to Home *Accounts 2* for A$79 (plus p/p). For further upgrade details users should

SCRAM Kitware

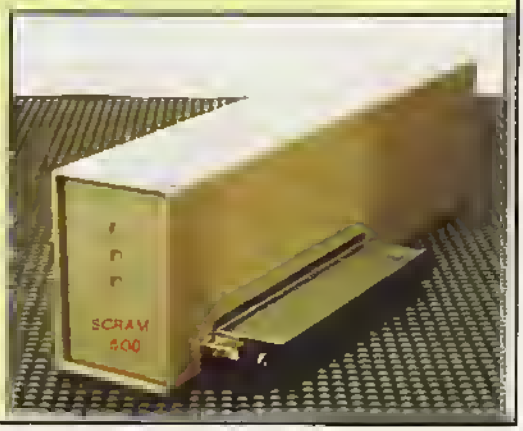
You can now make the Scram 500 yourself (for those who don't know, this is a RAM expander/SCSI interface for the A500), thanks to Norm Jackson's invention of the Kitware concept. He's put together a disk full of all the info you need to build it yourself, including schematics, all necessary instructions, etc. and the disk is available from Megadisc for the usual PD price.

You have to get the GALs (chips) from Norm, and you can also get the entire kit if you like for the prices below. This is the way to go for those who would like to save a bit of money and are tech-minded.

Costs involved are:
PCB & manual = $29
Chipset = $39
Extender card kit = $19
SCSI controller chip = $19
Case with fixtures = $49.

There are two other options: all the above $149 the complete kit, just soldering required $179. Ask Megadisc on (02) 959 3692 for more information.

Scram 500



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▶ **Compose** easily using the DSS 4-track sequencer and your Amiga or MIDI keyboard. Draw from up to 32 instruments at a time, in up to four octaves with 8 different variable effects. Mix and modify sounds in real time as you compose, through direct interface with the sound editor.

DSS Stretches the outer limits of 8-bit sound

- Create your own 4-track, self-playing musical compositions.
- Make soundtracks for home video, animation or visual presentations complete with voice-over, sound effects and music.
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- Create custom instruments and sound effects by collecting and/or modifying pre-recorded instruments, voice, or sounds from any source, and use them in your own compositions.
- Save your sound and music to disk or send it out via modem for replay on any Amiga.

Check out these unparalleled features

✓ AmigaDOS 2.0 compatible; written in assembly language.

✓ Multi-tasking operation.

✓ 68020 and 68030 compatible.

✓ Comprehensive tutorial manual helps even beginners get started right away.

✓ Intuition-based graphic interface makes operation easy.

✓ MIDI-in capability.

✓ Direct interface between sequencer and editor.

✓ Hold 32 sound samples in memory at once – all shown on screen so they are easy to manipulate.

✓ Effects and processing capabilities include echo, mix, filter, re-sample, sound data inversion, playing sounds backwards, loops, fade-in/fade-out and more.

✓ Manipulate sound samples in real time, as you listen.

✓ Create sampled instruments with 1, 3 and 8 octaves.

✓ HIFI recording for highest quality playback.

✓ Controls for faster/slower playback and filtering high frequencies during playback.

✓ Load and save samples, songs and instruments in multiple formats.

✓ Multiple effects for each note.

✓ Stereo and monophonic operation. Also convert mono to stereo or separate stereo.

✓ Auto-playing music modules.

✓ Real-time oscilloscope and spectrum analysis.

✓ Real-time reverberation.

✓ Graphic editing of wave forms through easy-to-use functions, including zoom in/out and precision controls for position, frequency and amplitude.

✓ Draw sound waves freehand using the mouse.

✓ Direct editing of individual sample numeric values.

✓ Maximum recording speed of 51,000 samples/second in stereo.

✓ Savable Preference settings.

✓ Saves in IFF, SONIX or RAW formats.

✓ Compatible with SoundTracker, NoiseTracker and SoundFX modules.

DSS

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contact the Pactronics Upgrade Centre, 98 Carnarvon St, Silverwater, NSW. Phone (02) 748 4700, fax (02) 748 4604.

REXX Plus Compiler

We all know now that ARexx comes bundled with WB2, and more or less replaces BASIC as the resident language. The Dinéen Edwards Group has created a compiler for Rexx, which gives you:

1. Faster execution (2 to 15 times faster)
2. Transparent interface to the user
3. Portable programs

Seems like a good idea, but I don't know how good it is in practice. Anyone want to do a review? RRP is US$150. More info from: Dineen Edwards Group, 19875 W 12 Mile Rd, Suite 305, Southfield, MI 48076-2553.

Sunrize Digital Audio Card

The AD1012 is now shipping with *Studio 16* editing software - the built-in SMPTE time code reader allows synchronization of digital audio to videotape. It can record, edit, and play back four tracks, and the editing software supports cut, copy, paste and an SMPTE cue list. The hardware plugs into an A2000/3000 and records 12 bits of resolution at sampling rates up to 100,000 per sec. RRP is US$595 from: Sunrize Industries, 2959 S. Winchester Blvd, Suite 204, Camphell, CA 95008 USA. Local resellers include the Hard Disk Cafe and Impact Camera House, both in Sydney.

Cosmic Character Crash Lands Into Educational Software

Home study will never be the same again following the launch of ADI for 11 to 14 year olds, from the makers of the Fun School range. This captivating character entertains and delights children with a range of sophisticated educational programs, endearing himself to them with his lovable personality.

Maths, English and French are taught with the assistance of this knowledgable extra terrestrial who guides, helps and tutors the student through each progressive subject. ADI uses his many facial expressions to interact with students, checking their performance at regular intervals, whistling at their progress and going to sleep when bored! He tells jokes to keep them amused, and helps them play games for recreation and reward. *ADI Maths 11*, *ADI Maths 12*, *ADI English 11* and *ADI English 12* will be released in June for the Amiga. Maths and English for 13 and 14 year olds, and French for 11 to 14 year olds will follow by the autumn. For more information call Pactronics on (02) 748 4700.

New raytracing software

Kaotic Koncepts is distributing *RayDance*, a powerful new 3D raytracing/rendering package.

RayDance features a powerful high level script language, allowing precision control over object placement and movement. Advanced features include built-in fractal trees and landscapes, 3D Mandelbrot mountains, bump and texture wrapping, haze and soft shadows, lathing and extrusion, tweening of shapes, surfaces, colours, bumpmaps and object positions.

It supports 24 bit output (IFF24, RAW, PPM), and can import objects from *VideoScape/Modeller 3d*. Rendering of scientific or engineering scenes is facilitated by large selections of maths functions and data types. In addition to a comprehensive manual, over 40 sample scripts are provided, including textures, bump maps and objects.

RayDance is distributed by Kaotic Koncepts (03) 879 7098, fax (03) 899 5383. RRP is $149.00.

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Powerful new 3D Raytracing / Rendering Package **$149**

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- Tweening of shapes, surfaces, colours, bumpmaps and object positions
- Hierarchical object positioning
- Haze and soft shadows
- Lathing and extrusion
- Virtual object replication for scenes with *millions* of polygons
- Import VideoScape/Modler3D objects
- Over 40 sample scripts included with textures, bumpmaps and objects
- HAM mode preview screen
- Gradient colours

Full featured high level script language allows precise control of object placement and movement.

Pyramid Hand Scanner $320

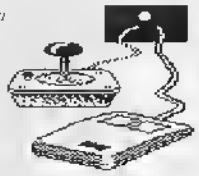
- 400 DPI scanning resolution;
- interface includes pass-thru for printer: no need to mess around with connectors to get a printout;
- software supports scanning at 400, 300, 200 or 100 DPI;
- full greyscale conversion;
- full, half or quarter width scanning;
- IFF load/save etc.

Action Replay

MkIII A500 Call
MkIII A2000 Call

Pyramid Automatic Mouse Master $59

- plugs into your mouse port and lets you keep both your mouse and joystick connected to your mouse port;
- no more fiddling at the back of your Amiga!
- automatically senses whether you are using the joystick or the mouse and switches accordingly;
- no moving parts;
- no more mouse arguments!



MIDI interface $59

- use your Amiga with MIDI keyboards etc;
- plugs into serial port;
- 1 MIDI in , 2 MIDI out , 2 MIDI thru;
- serial thru-port : no need to disconnect your Modem or other serial devices.

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Just the Fax, Ma'am!

Paperless office? Never! How about a paperless fax? Andrew Farrell examines a top quality home grown product offering the performance of an expensive fax machine for a fraction of the price.

For a long time I had been frustrated by the need to print out a document, only to fax it and throw the printed page away. This was clearly a serious waste of paper, time and effort. Enter the fax modem - a modem able to send and receive faxes as well as regular computer files. Cheaper than a real fax, and when it comes to sending pages of information, you don't have to waste resources printing out documents.

Amigans have had to wait some time for good software to arrive. However, we now have a choice of several titles, the best of which is without doubt *GP-Fax*. If you buy a fax modem for your Amiga in Australia, chances are you'll find *GP-Fax* bundled inside the box. I tested the software with the Maestro 9600XR.

If you own a laser printer, you can virtually forget about ever having to buy a normal fax machine. If not, you'll need a bit of patience when it comes to printing out faxes, but otherwise it's a truly slick package. Interestingly, the software we now enjoy on the Amiga runs large circles around that available for other computers. As usual, Amiga always does it better in the end.

Up and running

Plug your modem into the phone socket and Amiga serial port and place it carefully within sight of your machine. Run the install program on the *GP-Fax* disk, follow the prompts, and within a few minutes you're ready to send your first fax. Your system will now have a new font and a special printer driver.

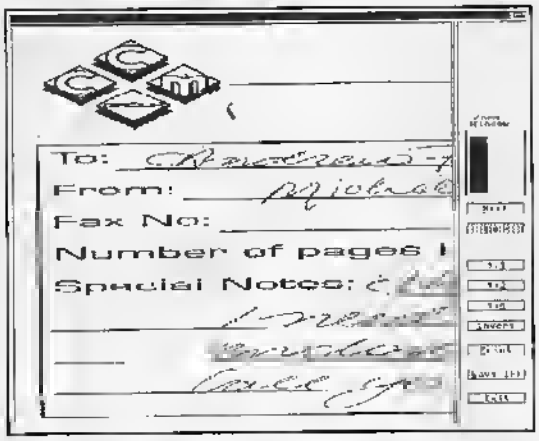
Run your favourite wordprocessor or desktop publishing software and design your fax. Run *GP-Fax* and choose the print option, which intercepts anything headed to the printer and turns it into a fax file. Return to your chosen program, print to dot matrix and pop back to *GP-Fax*.

Your document is now ready to send. Select an entry from the phone book, set up your cover sheet, complete with company logo and your signature if required. Now you're ready to transmit. Like any good fax machine, a log may be recorded.

One big benefit of computer transmitted faxes is the quality at which they pop out the other end. The text is straight, readable and everything is neat and tidy. There's no chance of your document getting screwed up as your fax machine scans the page, because there is no page! Everyone who received a fax from me later commented on how good it looked. In my desktop publishing business it has proved invaluable for sending proofs.

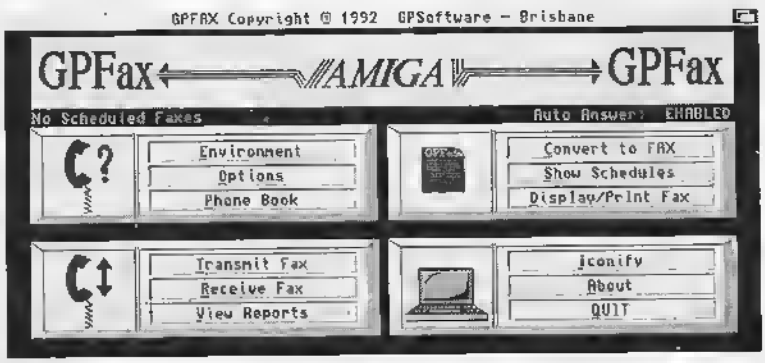
Keeping track of your fax

From the log you can easily locate faxes you've received or sent, and view them on screen or print out a hard copy. The on screen view likes plenty of spare chip memory. If you don't have enough, *GP-Fax* creates small strips so you can see a bit at a time. I find many faxes need never be printed out. The ones I really need I can print later on.



Smart features

Using AREXX, *GP-Fax* is able to hand control over to a terminal program like NCOMM or any good BBS software, and will auto-detect between fax and data calls. So you can now use one phone line for both fax, BBS and with a little help from *The Answer* from GSoft, voice! If you add up the possible savings in answering machine, fax, extra phone lines and a fax switch, buying *GP-Fax* with a fax modem along with *The Answer* looks very attractive. It's certainly



an ideal product for the home office.

Like top of the line fax machines, *GP-Fax* offers scheduled transmission, so you can save money on STD rates and only transmit long distance faxes at night or after hours.

The software can also be set to accept faxes only from certain callers. When transmitting a fax, you can send it to a phone book group (each entry can be assigned a group name), or simply select multiple phone numbers to have the fax sent. In the real fax world this is known as broadcasting. It's a real time saver, however it also makes it easy for people to send junk faxes to hundreds of potential customers.

File handling

Apart from turning documents on the way to the printer into faxes, *GP-Fax* will also convert ASCII or IFF files into faxes and faxes into IFF files. Incoming and outgoing faxes are stored in standard CBM Fax format. This makes on sending faxes simple, and down the track other programs might turn up which can process fax files. For example, Migraph's OCR software, expected real soon now, will convert an IFF file into text - theoretically it could be made to load a fax file directly.

Conclusions

GP-Fax is a great package. The designers have covered virtually every wish of the would-be-fax-user. Without a laser printer, printing out faxes can be rather tedious. Print outs are reasonably clear, however on some calls it wasn't uncommon to have a few black lines kludging up the works.

Throw in a postscript laser printer and a public domain preferences postscript driver, and you can get rid of your old clunker altogether. Anyone want to buy a Canon Fax-710?

For more information, check inside the box of the fax modem you've had your eye on, or call GP-Software on (07) 366 1402.

GP-Fax is available separately for $159.00. The Maestro fax modem sells for $399 with *GP-Fax*.

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Maxiplan 4.0

George Kimpton examines a contender for king of spreadsheet land - the latest upgrade to Maxiplan, which has re-surfaced with a Workbench 2.0 compatible upgrade.

Since the advent of Workbench 2.0 various versions of *Maxiplan* have been floating around, including 2.0 and 3.5. For this reason The Disk Company decided to jump to 4.09 with the latest upgrade, in order to avoid confusion.

Some months back an interim fix arrived, version 2.7, which it was hoped would fix the problems with Workbench 2.0 compatability. Unfortunately 2.7 still had some bugs. One of the most annoying was the disappearance of complete rows of figures to the right of the column being worked on.

Improvements

The latest official upgrade includes many new features along with a partially rewritten handbook. Version 4.09 is compatible with both WB 1.3 and 2.0 and it has an improved file requester using the public domain Req.library. Hard disk users should install this library file in the libs directory.

Logarithmic scales are provided for line, bar and XY charts and an interpolation line is also available. There are new Gantt and Word Chart styles (Word Charts can be mixed with other charts for desktop presentations) and you now have better control of the printed output of charts. Arbitrary text in charts using any standard Amiga font is supported.

There are three new operating modes; Outline, Dataview and 16 colour. Outline mode allows you to hide selected details from view. Dataview enables you to enter data using a database style interface.

You can create up to 50 charts per worksheet and through a default worksheet customise your new worksheets, thus saving a lot of time when starting a new worksheet. There's no need to go through the routine of setting column sizes and attributes every time.

Defaults such as number of colours, resolution and whether to work in scientific notation can be set from the Tooltypes menu on Workbench. It is also possible to open Preferences from within *Maxiplan*.

User-defined page breaks are now available to allow better formatting of the printed output and printer preferences are now saved to the worksheets. There is also a Print Preview option to give you an idea of what the finished printout will look like.

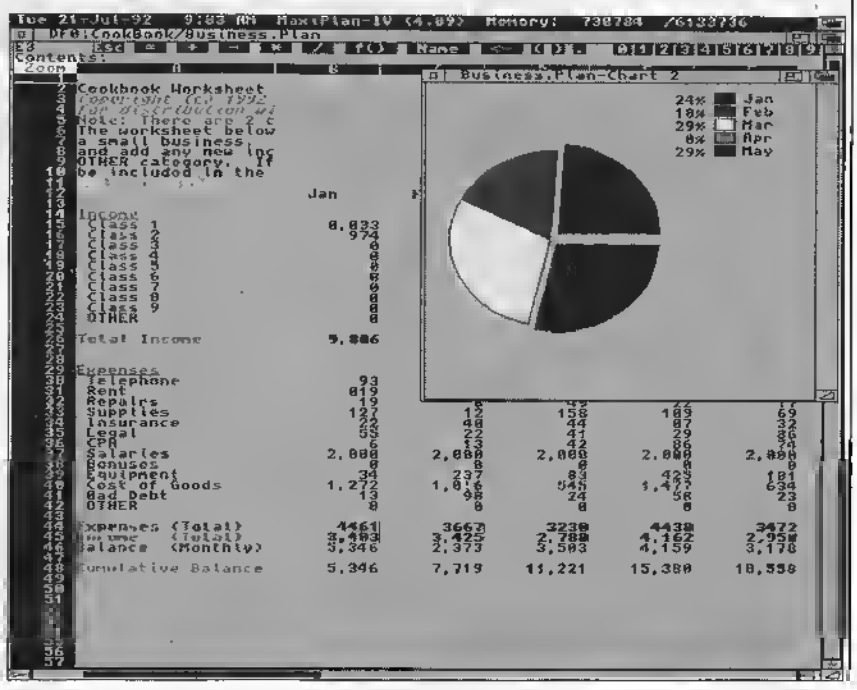
The "D" menu has been extended to include an accessories section in which new tools will become available. Currently the only new accessory is a calculator. AREXX support provides macros, making programming of the internal operations more powerful.

As I mentioned earlier the handbook has been partially re-written but could do with more tutorials for the beginner. The book is soft cover and perfect bound rather than the more useful spiral or ring binder forms which are easier to use.

A date problem

One feature still missing is an easy way to enter columns of dates. As long as I have used *Maxiplan*, entering dates has been an awkward fact of life. One would expect that the date format could be set for a column the same way as say currency - just range the column and select date from the format menu.

This treatment seems to work for everything but dates. Try as I might I only succeed in entering about three dates correctly in the form DD-MMM-YY as specified in the format sub menu when, for no apparent reason, the entered date will default to 1-Jan-78 and



nothing will make it change. The only reliable way I can find to enter dates at present is to enter a function "=Date(92,1,1) in the first cell, range the column and fill. This then leaves a column of the number 5113 which I convert to "1-Jan-92" with the Format/Date menu item.

Next step is to then modify this default date to the required date when necessary for each new entry. Failure to use this method of entry also stops you using activities which need a date for manipulation of data, for example, sorting by date.

System requirements

Maxiplan will work on any Amiga with Workbench 1.3 or 2.0. It needs one megabyte of memory, although more is recommended, particularly for large spreadsheets. It will work on one floppy drive although again a second drive or a hard drive is recommended to avoid much swapping of disks during work sessions.

Installation on your hard disk is easily carried out by dragging the *Maxiplan* drawer into the appropriate partition and making a simple assign in your start-up sequence. If you wish to use the special print preview function it is also necessary to operate the copyfonts utility on the data disk.

How does it compare?

I have looked at a number of different spreadsheet programs since the advent of the Amiga and I always find myself coming back to *Maxiplan* because it is basically easy to use and does all that I need. It is a good flexible spreadsheet with a strong range of charts and a database which can contain mailing lists for use with a word processor.

Maxiplan combines financial analysis, database management and graphic charting into a single integrated program. *Maxiplan* allows two-way dynamic linkage of data and charts as well. This allows you to make changes to a chart, with the mouse, and have the spreadsheet data change automatically, including reverse calculation of simple formulas.

As I said earlier *Maxiplan* is my choice of spreadsheets for a small business or home accounts. I use it exclusively for my account keeping and tax records. This new version is very flexible and easy to use with the one exception of the date format, mentioned above.

For more information contact Dataflow on (02) 310 2020. Recommended retail price is $199.95.

(Watch for a comparison of *Professional Calc* and *Maxiplan 4.0* soon.)

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Amiga graphics and multitasking capabilities are just part of the reason for this growth. The real reason is that it is the easiest and most adaptable Computer around. Amiga has found its way into just about all areas of human applications, research, education, science, video, music, animation, business, desktop publishing, art etc etc. The list goes on.

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GVP's Impact Series II Hard Card + RAM

Recognised world wide as king of the Amiga peripheral market, with engineers snatched up from the hallways of Commodore's own development department, GVP stands tall as producer of the sleekest of add-ons. Daniel Rutter reviews their popular Impact Hard Card.

There are lots of RAM expansion cards out there. There are, likewise, plenty of SCSI controllers. There are also some that combine the two, with varying degrees of success. But only one bears the name (drum roll) GVP, which Amiga users bave come to associate with bulletproof, well designed hardware which, while not the cheapest, is well worth the bucks.

The GVP Impact Series II A2000-HC+8 is big brother to the highly successful A500 peripheral. It comes in four base configurations - you can buy it without a drive, or opt for a factory installed Quantum 52Q, 105Q or 200, with capacities of 50, 100 and 191Mb respectively. Quantum number their drives according to the number of millions of bytes, not the number of megabytes (1 megabyte is 1,048,576 bytes).

On top of this base configuration can be added RAM in increments of 2Mb, up to a maximum of 8Mb. The board uses 100 nanosecond or faster 1Mx8 SIMMs (Single Inline Memory Modules), giving one megabyte of storage per SIMM. While SIMMs are not the cheapest RAM format they are simpler to install and less bulky than other types, and have become the de facto standard. SIMMs are certainly way ahead of traditional DIP (Dual Inline Package) RAMs such as make up the stock RAM in your 500 or 2000!

Performance

The biggest selling point of the GVP board is the blistering speed of its SCSI controller - few others come close. We ran a fast comparison between the GVP on a elderly 1MB chip MC68000 A2000, using a new Quantum 239Mb drive, and an A3000 with a 220Mb Fujitsu. File reads and writes, tested with DiskSpeed 4.2, were on average a third faster on the GVP, right down the line.

GVP attribute this speed to their FAAASTROM 4.0 SCSI driver, coupled with a clock speed doubled to 14MHz; users of older GVP controllers can upgrade to the new ROMs.

Installation

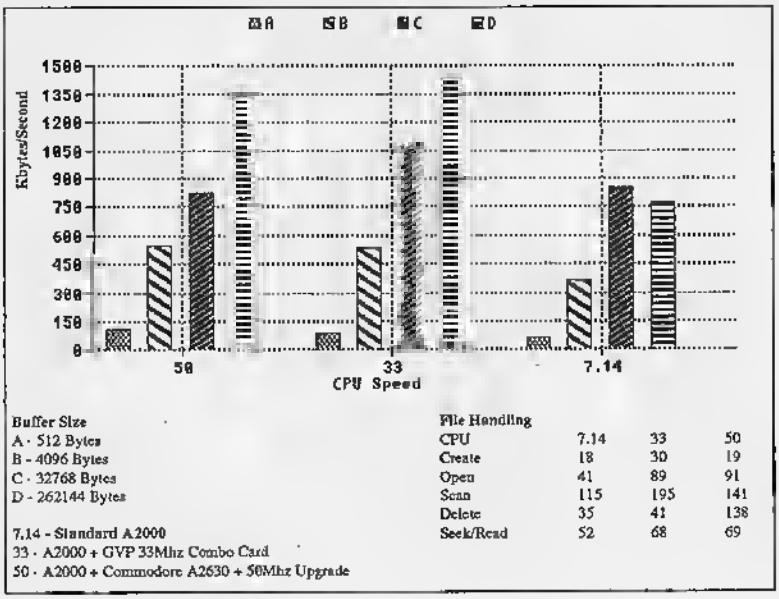
Installation could safely be described as a doddle - off with the cover, plonk the card in one of five slots (taking into account that the board with drive is considerably thicker than normal), screw down the end and plug in the little light. If you need to install your own drive, it's not much harder - line it up, screw it in and connect the connectors. RAM installation is just as simple, and everything is covered in the comprehensive 35 page manual. The included GVP FAAASTPREP disk takes care of formatting, partitioning and all the other basic get-it-up-and-running procedures.

Once you've installed the board, the standard SCSI D connector at the back will be available should you wish to connect any external SCSI devices - such as a Syquest removable hard drive, tape backup, or CD-ROM - up to seven more devices can be hooked up.

If your budget doesn't stretch to the full A2000-HC+8, or if you already have a RAM expander in your 2000, you can buy the cheaper A2000-HC, which is just the same thing but without the space for RAM.

Best Points: "All in one" design leaves four slots free, and saves hassle when you decide to expand. It's blisteringly quick. Very reliable. Easy installation.

Worst Points: Not many, really - the RAM's not the cheapest, neither indeed is the card itself, but you most certainly get what you pay for. Dissatisfied GVP users are hard to find.



Buffer Size
A - 512 Bytes
B - 4096 Bytes
C - 32768 Bytes
D - 262144 Bytes

7.14 - Standard A2000
33 - A2000 + GVP 33Mhz Combo Card
50 - A2000 + Commodore A2630 + 50Mhz Upgrade

File Handling	CPU	7.14	33	50
Create		18	30	19
Open		41	89	91
Scan		115	195	141
Delete		35	41	138
Seek/Read		52	68	69

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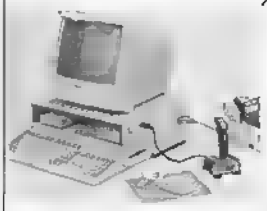

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Stop Frame Animation

Smooth, Fast and Full 24 Bit

by Andrew Farrell and George Kimpton

Amiga animation is certainly a wonderful solution when you're on a budget. However, real time play back normally means you have to put up with a few jerks. If you're after top quality results, with the option of full 24-bit, there is a locally produced solution which is a real performer for stop frame animation.

Render a full overscan animation in interlaced HAM mode and you'll quickly discover two major problems. You can't play it back fast enough, and chances are if it's very big, you won't have enough memory anyway. Furthermore, a lot of people are turning to 24-bit for true TV quality images. There's no way to play 24-bit animation back in real time, so the only way to see the end result is to record each frame one at a time.

Commercial Productions of Australia have developed a software package, called *The Amiga Stop Frame Controller*, which controls high end video tape recorders, making the whole process of loading, displaying, and recording Amiga animation (24 bit or normal IFF) a frame at a time, a fully automated task. As a spin-off, the stop frame control software has applications in recording time exposures, or controlling your edit suite. CPA have plans to develop full edit control software in the future.

Operation

Any recorder capable of remote control through a 9 pin serial port can he used. The program is modular, making future upgrades simple. Either the mouse or hot keys may be used to control operation.

The Stop Frame Controller has assorted utility functions including striping a tape with time code, reviewing tapes and data extraction for future editing sessions. You can also print out Edit Decision Lists and other data for your records.

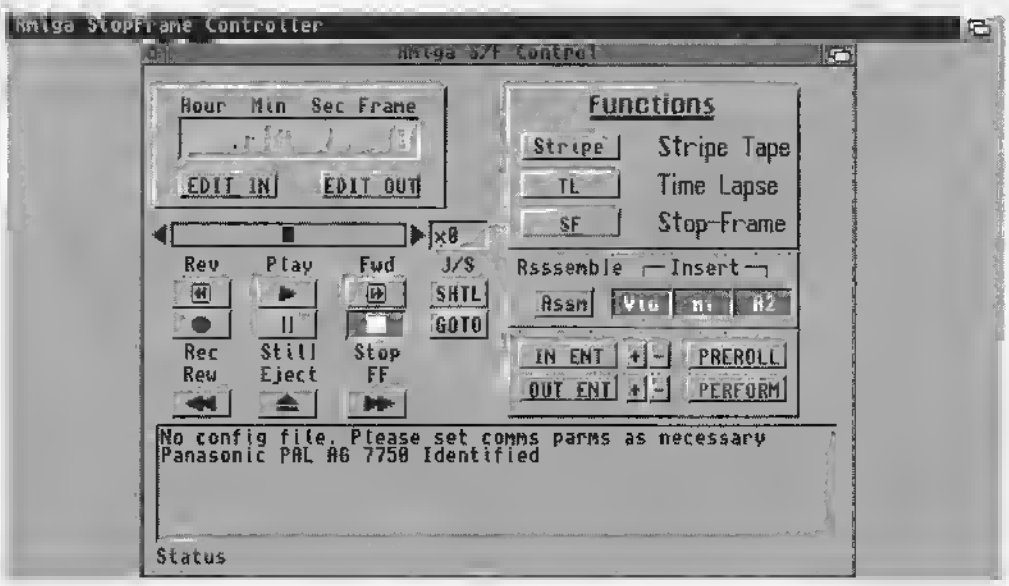
You can choose to insert or assemble edit and time lapse or stop frame edit as you wish from the main control panel. The jog speed is adjustable through a slider and the pre-roll time can also be altered. Control of two audio inputs and editing down to exact frame sound synchronizing is another money saving advantage.

It is possible to drop a frame to tape about every fifteen seconds, depending on file size. This means a high quality 30 second commercial of around 750 frames could be completed in just under three hours which is comparable with a very expensive high end machines.

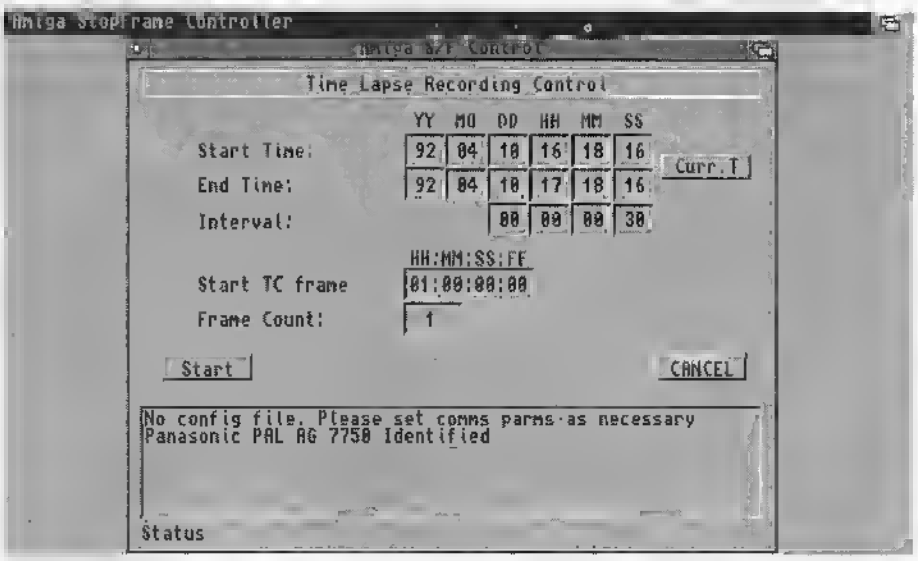
You may preview any frame before the editing and reshuffle sequences, print out a frame list, replace or change any picture and generally play around to your heart's content before telling the controller to go.

Compatibility

The software will work on a stock standard Amiga 2000, but you must have Workbench 2.0. The software supports various 24-bit frame buffers too, including ColourBurst, IV24, Harlequin, DCTV, OpalVision and VD2001. New formats will be released from time to time. The ColourBurst loader considerably speeds up loading of graphics - pumping in a full hires overscan image in around two and a half seconds.



The package will be a boon to smaller video houses, as it works with virtually any high end recorder. It supports Betacam, D1, D2, 3/4 U-matic, Hi band series, one inch machines, National and JVC S-VHS and M-II machines. Recorder protocols not included at this stage will be written on request. Anyone with an Amiga 2000 or better plus a genlock and access to a studio recorder can create time lapse and stop frame animation complete with titling, special effects and animation overlay or mix.



Conclusions

Although other stop frame recording control programs exist, few are available in Australia. *The Stop Frame Controller* is a slick piece of software which looks set to grow into a powerful and worthwhile addition to any edit suite. Future versions will contain extra modules for complete AB roll edit control in an edit suite of up to seven machines. This package is a must have for serious animators.

For more information call CPA on (02) 337 6255.

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Education

July this year was the month of exhibitions, no doubt to coincide with the school holidays. Stan Nirenburg reports on the educational value of several.

In Sydney, the big one for Amiga users was the World of Commodore Show. In Melbourne, they had the Great Australian Science Show, the Computers in Education Conference and a Demonstration of the Virtuality Virtual Reality System.

At World of Commodore, interesting seminars were again held this year, aimed mostly at the novice user. The ones most closely related to education were the Introduction to the Amiga, Miracle Piano Teaching System and Education and Multimedia.

Unfortunately, I only had time to attend the first one, which showed how the Amiga 600 could be used in the home. Much of it concentrated on using *Deluxe Paint* for creating drawings, titling, patterns and so on.

The Commodore Stand also had one section devoted to the Amiga at home, which was populated by eager children trying out their skills with *Deluxe Paint*.

Speaking of *Deluxe Paint*, I still think it is one of the best all time programs for the Amiga. It packs a range of features that cannot be beaten on the other popular platforms, but is easy enough to be used by the youngest of children - a truly creative tool. In fact, I bought a copy of the *Advanced Techniques with Deluxe Paint IV* video, and I was amazed at some of the applications the package can be put to.

New software

The range of software was extensive, with a number of new releases. There were only two stands specialising in educational software. The first was Free Spirit Software which showed its usual range of *Barney Bear* educational titles on floppy disk and CDTV format, as well as a range of assorted utilities. They were also demonstrating a range of home grown educational programs selling under the title of Satchel Software. This group works at the Angle Park Computing Centre, Education Department of South Australia.

Satchel Software produces educational software and support material designed by teachers for the primary and secondary levels of school. They design software for use on a number of platforms, including the IBM PC, Apple, C64, Amstrad, the BBC, Archimedes, Macintosh and the Amiga. The Amiga titles include *Dragon World* (a graphics adventure game), *Dr Spellingstein* (I will let you guess what this is about), *Flowers of Crystal* (an adventure game), *Granny's Garden* (another adventure game), *Java-Tava - the Isle of Fire* (pirate adventure), *Kadimakara* (prehistoric Australia), *Math Booster* (number skills using arcade style games), *Math Hopper* (similar to *Math Booster*), *Picture Book* and *Picture Book Companion* (create stories with words and pictures), and *Word Hmt*.

The software produced by Satchel is primarily aimed at schools, and as such comes with teacher resource material. Both individual copies of the software and Lab Packs are reasonably priced. The software can be purchased from Dataflow in Sydney, or you can obtain more information and a catalogue directly from Satchel (08) 243 5559.

Australian Graphics Atlas and more ...

The other company specialising in educational software was HC Software of Adelaide, SA. HC Software was started in 1985 (the time of the release of the Amiga) and prides itself on being the first Amiga developer in Australia. This company produces *Croak* (described as an Amphibian Migration Simulator!), *Record Manager* (a small database management program), *Australian Postcodes*, *Journey through a Cell*, *Australian Graphic Atlas* and *Antarctica* (a module for the *Graphic Atlas*).

Australian Graphic Atlas is a great resource for use both at school and in the home, concentrating as it does specifically on Australia (something that is not done well in foreign designed programs). It allows the user to view the whole continent, an individual state or significant cities. Information can be displayed about land relief, land use, population, national parks, Aboriginal settlements, explorers, climate, vegetation, rainfall and transport, as well as pictures of wildlife.

Information is accessed simply by clicking on parts of the map and using

Rush Software also launched several new products including Kidsbase, a database just for kids

the mouse to select the type of information that is required. The *Atlas* comes with a brief teacher's resource to provide ideas for its use in the classroom. A major benefit of the *Atlas* is the ability to extract pictures and information directly and paste it into other programs such as wordprocessors for use in assignments and presentations.

In addition, because the system is based around *Amigavision*, it enables the teacher to customise the *Atlas* to suit specific classroom and lesson requirements. Note that the *Atlas* is also available in IBM Windows format.

At time of writing, the *Australian Graphic Atlas* was in its 3rd version, but a new version (4.0) will be available shortly, running to some 600 Megabytes of graphics and data. This new version will be released on CD-ROM, but will still be available in modular format for use ou standard hardware. The new version will contain considerahly more demographic data and pictures and it will feature, amongst other things, scrollable maps of major Australian cities. For further information contact HC Software on (02) 262 4461.

Hardware

The big event for Commodore was the launching of the Amiga 600. Although I had read about it in the various computer magazines, I was surprised at how small and compact it was in real life. It is only two thirds of the width of an Amiga 500 and it has been styled differently to give it its own unique appearance. Although it does not have an expansion slot, it can be purchased with a hard drive (which today is most important given the way software is heading) and it sports a slot for a special RAM card or similar accessory (games or other software on cartridge, for example). Given its pricing, it will probably sell a lot better than the Amiga 500 ever did.

Again this year, Mindscape were demonstrating their Miracle Piano Teaching System at the second largest (but tastefully constructed) cardboard stand at the show.

To me, the most interesting bit of hardware was GVP's A530 accelerator. I have been thinking about upgrading my Amiga 500 so that I could perform desktop publishing work somewhat quicker. And again, GVP have come up with the best solution by far. Instead of having to open up the Amiga and replace chips and whatever on the motherboard, the A530 simply plugs into the expansion slot at the side without any fuss and provides a 40MHz accelerator, hard drive, co-processor (if required) and additional RAM in the one unit.

This will prove to be a real boon to the home user who wants that extra speed to carry out tasks such as DTP or graphics but does not want to spend hours at the computer. The only short-

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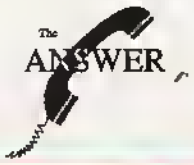

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coming of this product might be its price, but I am looking forward to stocks arriving - I will probably be queuing up to buy one!

Virtual Reality

The second biggest thrill I had in July was to try out the Virtuality game system that was being demonstrated in Melbourne. The demonstration involved two machines and two players, and the object of the game was to find your opponent and shoot him with a grenade launching pistol before he shot you or you became lunch for a flying pterodactyl. The feeling of being in your own computer generated world was amazing.

Each player had to don a helmet through which the images and sounds of the game were projected. A built in microphone allowed you to communicate with your opponent. The view in front of you changed as you moved about on the platform and looked up, down, left or right. Forward motion was controlled by the joystick, as was the firing of the pistol, although a computer glove will be available soon. Perhaps not as sophisticated as some of the virtual reality systems being experimented with at our institutions of higher learning, the Virtuality system is fully developed and functional, ready to be used by the public. The potential for virtual reality in many areas of activity, including education, is enormous.

You will also be pleased to know that the power behind these machines is the Amiga 3000. Two machines are connected by a local area network to provide interactive play between two players.

Feedback

If you have any questions or suggestions, please write in to me care of ACAR or directly to PO Box 136, Forest Hill, 3131. I also urge teachers and others involved in education to pass on ideas and information which we could publish to help others get the most out of their Amigas, both at home and in the classroom. Next month I'll be back with my usual swag of software reviews.

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COCKLE 283

Amos Column

by Wayne Johnson

Copper seems to be a dirty word in AMOS language. In my two years plus of using this program, there has never been any documentation anywhere describing this side of AMOS. The language is more than capable of manipulating the copper, due to the fact that we are provided with commands like, COPPER ON, COP MOVE, COP WAIT, and so on. I'll be covering the creation of a simple copperlist for advanced users, while for beginners (I'm sorry, I have been neglecting you) we will be going right back to basics.

News

I suppose by now that many of you have heard rumours of the upcoming AMOS 2 (release name to be AMOS PROFESSIONAL). This is a definite fact and we can expect to see its release on these shores before Christmas. Again, it will be distributed and supported exclusively by Pactronics. Francois, author of AMOS, is currently working towards the finish of AMOS PROFESSIONAL and we can expect a big change.

The editor will be completely different with a debug kit even more advanced than the one incorporated into Easy AMOS. It will contain full AREXX support as well as complete access to intuition. Details are still sketchy at this stage but hopefully DataBase UK will have some more info for me by next issue.

The big news this month is that the Official Australian AMOS club is now taking on membership application from ALL AMOS owners. In the past, membership was only available to people with a version obtained from Pactronics. This is no longer the case. If you own AMOS and still have your British forms, then contact me on the AMOS hotline (02) 748 4700. If however, you have lost your membership card, then contact me and we will discuss membership details. Membership is completely free.

Bits and Pieces

The following is an updated list of the new commands since version 1.31. The updater is available from the club and a document file is included to explain in full, the errors, bugs, improvements and new commands now in AMOS 1.34.

Bugs Fixed from Version 1.31/1.32

* CBLOCK did not work for blocks larger than 480 pixels.

* The inactive mouse-zone (when the mouse pointer was exactly over the top of the horizontal slider, no keyboard input was processed) has been removed.

* Def Fn does not crash any more with no parameters.

* Set Rainbow does not crash with negative parameters in definition strings.

* Error n instruction now reports errors over 50.

* EVERY command works fine. At last.

* PLOAD used to leave a lock in the system.

* =DRIVE() does not display a requester if the device does not exist. This was really stupid, as this instruction was used to determine existing devices!

* Music banks are now detected upon running. It means you can safely save them with the program.

* Arrays now work fine when you access elements higher than 65536.

* Bobs can now be displayed on VERY large bitmaps.

* Marks did not work on A3000.

* INPUT #x,A$(n) did not ask for a proper string space. The result in worse cases was a crash, as the incoming string erased crucial AMOS pointers.

* Sound samples of any length are perfectly played.

* Autoback 2 mode does not produce a flash in the bobs as it used to, sometimes. It gives a much better display. On the other hand, pasting and printing in this mode will take one VBL longer than before.

Serial Interface Problems

Many of you have rung me complaining of a bug in the serial extension. It appears that when you open the serial device, close, and open it again, the machine will hang. This is NOT an AMOS bug, but a bug in the serial.device from Commodore. There is now a good version of the serial.device on the copy of the AMOS updater 1.34.

continued on page 32

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FULL LIST OF NEW 1.34 COMMANDS

TRACK LOAD "Name Of The Module",Bank (Load real ST module)

TRACK PLAY [Bank],[Pattern] (Play Soundtracker Module)

TRACK LOOP ON / OFF (Repeat song or pattern over)

TRACK STOP (Stop playing Soundtrack)

SLOAD File_Number,Length TO Address (Load a sample through a file channel)

SAM SWAP Voices TO Address,Length

=SAM SWAPPED(Voice_Number) (get boolean value for double buffered samples)

SAM STOP [Voice_Pattern] (Stop the current sample from playing)

OTHER NEW INSTRUCTIONS SINCE 1.31

=COL(Bob)

=DISC INFO$("Name")

=PRG STATE (returns the current status of a program, INTERPRETED/ RAMOS/COMPILED)

Manual Errata - This paragraph will just list some of the main errors found in the manual, like missing instructions.

LLIST - This instruction never existed. To print a listing:

- Mark the whole text as a block (CONTROL-A)

- Go to the BLOCK menu, and select PRINT BLOCK.

NO ICON MASK [number] (Remove the mask from an icon). This instruction has simply been forgotten in the manual. It simply does the same job as NO MASK, but for icons.

RAINBOW DEL [Number] (Delete on or all rainbows). Another instruction forgotten in the manual. "Number" specify the number of the rainbow to remove, or all if omitted.

= TEXT STYLES (Returns the current font attributes). This instruction is incorrectly spelt in the manual. You must add an "S" to it!

MULTI WAIT (Force a multitask wait vbl)

AMOS TO BACK (Hide AMOS from view and show the Workbench)

AMOS TO FRONT (Switch AMOS to the display)

AMOS HERE (Report which task is on display)

AMOS LOCK (Forgotten instruction : Locks AMOS in front position)

AMOS UNLOCK (Forgotten instruction : make AMIGA-A active)

BANK SWAP number1,number2

SCREEN OPEN 0,320,200,16, LACED [+HIRES] [+LOWRES] (Function to open an interlaced screen)

DISPLAY HEIGHT (Report how tall a screen can be NTSC (Flags the type of display in operation)

REQUEST ON/OFF/WB (Generate a requester routine)

=HREV(image) adds $8000 to the image

=VREV(image) adds $4000

=REV(image) adds $C000

Use them in place of the hex values:

Bob 1,160,100,10

Bob 1,160,100,HREV(10)

Bob 1,160,100,VREV(10)

Bob 1,160,100,REV(10)

Old AMAL string: "Anim 0,(1,2)(2,2)(3,2)(4,2)"

New reversed string: "Anim0,($8000 +1,2)($8000+2)($8000+3)($8000+4)" or

"Anim 0,($8001,2)($8002,2)($8003, 2)($8004,2)"

PRIORITY REVERSE ON/OFF (Change the order in which Bobs are printed to)

Del Sprite start To finish

SERIAL OPEN Channel, Port_no [,Shared, Xdisabled, 7wires] (Opens a channel for Serial I/O)

SERIAL CLOSE [Channel] (Closes one or more serial channels)

SERIAL SEND (Output a string via a serial channel)

SERIAL SEND Channel, t$

SERIAL OUT (Outputs a memory block via a serial channel)

SERIAL OUT Channel, Address, Length

SERIAL GET (Gets a byte from a serial device)

=SERIAL GET(Channel)

SERIAL INPUT$ (Gets a string from the serial port)

=SERIAL INPUT$(Channel)

SERIAL SPEED Channel, Baud rate Sets the transfer baud rate for a serial channel.

SERIAL BITS (Sets the Nbit & Stopbit part of a protocol)

SERIAL BITS Channel, Nbits, Stopbits Sets the parity checking, correct version.

SERIAL PARITY Channel, Parity

SERIAL X (Sets XON/XOFF)

SERIAL BUFFER (Sets the size of the serial buffer)

SERIAL BUFFER Channel, Length

SERIAL FAST/SLOW (Channel) (Switches on FAST or SLOW transfer mode)

=SERIAL CHECK(Channel)

SERIAL ERROR (channel) (Reports success or failure of last transfer)

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Hints and Tips

* Getting the system date and time; You will find on your updated disk a program called "GET_TIME.AMOS". This program includes two procedures to get the time and date from the system. Call the procedure, and you'll have in Param$ the current clock time under the following format: 00:00:00

```
TIME$
Print Param$

11:04:04
```

This procedure returns the current date in Param$:

```
_DATE$
```


continued on page 36

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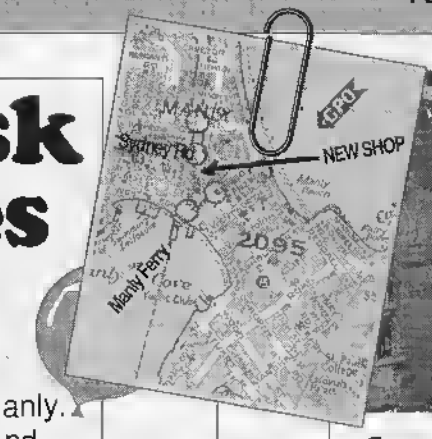

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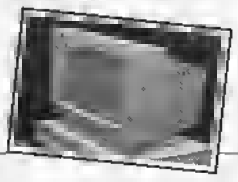

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G'DAYS

There's a rheumer (as Dirty Dick from East Coast Amiga says) that at Erina High School on Sunday October 18th, from 10am till 4pm, the aforementioned East Coast Amiga Users Group will hold their 2nd Annual Amiga Show. Everyone is welcome.

G'day and all the best to Tom Quealy, who we hope, goes into early retirement!! Good luck.

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* Executing CLI Commands.

It is perfectly possible to launch an external program from AMOS. But in order to do so, you have to know some of the AmigaDos internal functions. That's why you will find on your updated disk a small program with a procedure called _EXECUTE. Just transmit an AmigaDos command to this procedure, and it will launch it out of AMOS. To run an external program, use:

_EXECUTE["RUN >NIL: <NIL: Program_Name.AMOS"]

Programming - Advanced AMOS TechniquesCopper lists are something that I have never heard AMOS users discuss. It seems to be an area that not too many choose to explore due to it's complexity. A small understanding of assembler and hardware registers is required. For the more technical, the registers used from within AMOS correspond with the base address of the copper which is $DFF000. Any register such as $DFF180 (screen colour 0) is represented in AMOS as $180 only.

It's a lot easier to read and debug programs. For our example below, you will need one BOB around 32 pixels across and down. It doesn't really matter too much on size or amount of colours, however, more colours make it more interesting. Most copper lists make use of colour registers. Ours, however, will be making use of the horizontal scroll register to make some freaky screen effects. Make a BOB bank containing one image and type in the following program.

```
'.....
'   Wavy Copper list by
'   Sausage.
'.....
Screen Open 0,320,300,32,Lowres
 Rem USE 32COLOURS TO OPEN THE
   MAXIMUM SPACE FOR THE COPPER
Screen Hide 0
Flash Off : Cls 0
Wait Vbl
Copper Off : Rem SWITCH OFF THE COPPER
Cop Swap
CPPA :Rem GO TO CPPA TO DEFINE OUR OWN
   LIST
Cop Swap : Rem SWITCH ON THE COPPER LIST
   Bob 0,160,256,1
Do
   Bob 0,X Screen(X Mouse),Y Screen(Y Mouse),
   Wait Vbl
Loop
Procedure CPPA
   Cop Movel $E0,Logbase(0) : Rem start of
bitplane 0
   Cop Movel $E4,Logbase(1) : Rem          1
   Cop Movel $E8,Logbase(2) : Rem          2
   Cop Movel $EC,Logbase(3) : Rem          3

Rem LOGBASE HOLDS THE ADDRESS OF OUR
SCREEN.
Rem WE THEN LET THE BIT PLANE POINTERS
KNOW WHAT TO DISPLAY.

   For A=$120 To $13C Step 2 : Cop Movel A,0 :
Next A
   Cop Move $8E,%10100010000001 : Rem
START AND STOP OF
   Cop Move $90,%1100100110000001 : Rem THE
DISPLAY WINDOW
   Cop Move $92,$38 : Rem START OF BITPLANE
READ AREA
   Cop Move $100,%1000010000000000
   Cop Move $102,0 : Rem SCROLL VALUE OF
THE BITPLANES
   Cop Move $104,0 : Rem PRIORITY VALUE
   Cop Move $108,0 : Rem MODULO FOR ODD
BITPLANES
   Cop Move $10A,0 : Rem MODULO FOR EVEN
BITPLANES
   Cop Move $96,%1000011111100000 : Rem SET
DMA
   L=42

Rem DEFINE OUR SHARP WAVE AT THE TOP
QUARTER OF THE SCREEN

   For X=1 To 3
      For A=1 To 20 : Read Q
         Cop Wait 0,L : Inc L
         Cop Move $102,Q
      Next A
      Restore DTA1
      '-------------------
      DTA1:
      Data 119,153,187,204,221,221
      Data 204,187,153,119,102,68
      Data 34,17,0,0,17,34,68,102
      '-------------------
   Next X

Rem DEFINE A SMOOTHER WAVE FOR THE
REST OF THE SCREEN

   For X=1 To 5
      For A=1 To 26 : Read Q
         Cop Wait 0,L : Inc L
         Cop Move $102,Q
      Next A
      Restore DTA2
      '-------------------
      DTA2:
      Data 85,102,119,136,136,153,153,153,136,
      136,119,102,85
      Data 68,51,34,17,17,0,0,0,17,17,34,51,68
      '-------------------
   Next X
   Cop Move $180,$0 : Rem DEFINE OUR FOUR
COLOURS
   Cop Move $18A,$6D6
   Cop Move $18C,$B0
   Cop Move $18E,$80
End Proc
```

To explain the actual registers would be too much for a monthly column. To guide you into building your own CopperLists, I recommend you get a hold of some technical references like the System Programmers Guide or the Amiga Hardware Technical Reference Manual. The effect produced by this small routine is only a very simple task for the copper. Much more complicated Coppers can be designed with patience. Like AMOS itself, you are only limited by your imagination (and a few strict parameters).

Beginners' Corner

This month we start from scratch for those that are having an awful time with AMOS. I receive many calls daily from people who cannot even get started with AMOS and who don't want to go the expense of buying Easy AMOS. To begin with, we are going to learn how to get around AMOS with ease.

Load up your copy of AMOS. This area that is first presented to you is the EDITOR. This is where programs are written, edited, loaded and saved. For those of you who have read about BANKS, this is NOT the area where they are loaded. Press ESC and you will see a blue screen overlaid on an orange screen. The orange screen is our output screen.

This is the screen that is affected when we print text or put graphics on the screen. The blue screen is the actual DIRECT MODE BAR. This is where we can type commands to test things

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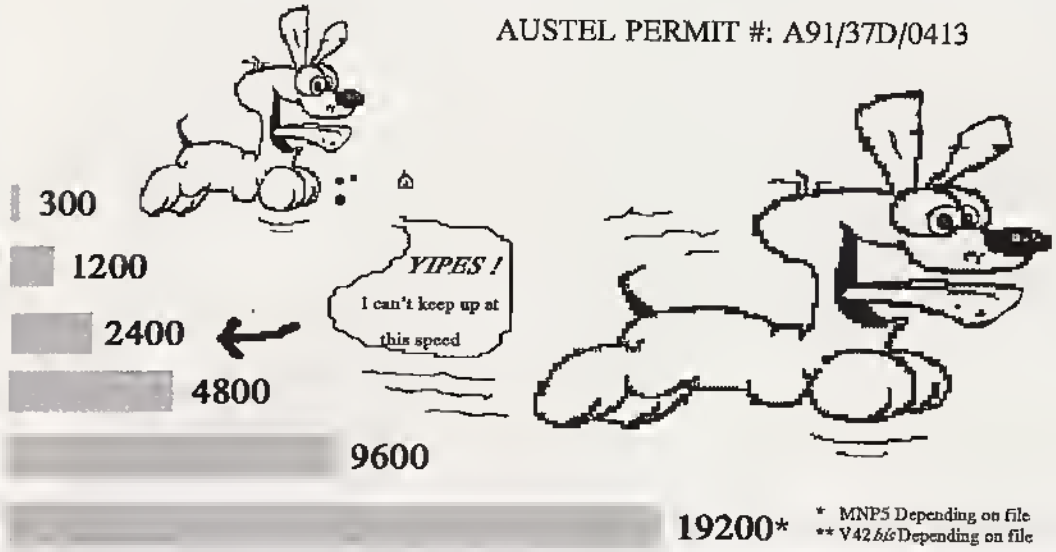

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like objects or colours that appear on our output screen.

Let's try some things out. Type COLOUR 1,$F00 and then press return. Our output screen will turn red. Type CLS 0 and return. Our output screen will be cleared. From DIRECT MODE is where we load our BANKS. As you will have read, there are several types of banks that we can load, ranging from SPRITE banks, MUSIC banks, DATA banks, and so on. Let's load a bank from the SPRITE_600 file on the EXTRAS&DISK. Hold down the left AMIGA key and press F6. Press return and up pops the load requester. Hold down the right mouse button and you will get a list of DEVICES appear inside the requester. Click on either DF0: or DF1: depending on what drive the EXTRAS DISK is in. Click on the SPRITE_600 directory and then on any subject directory. Now click twice on any file you see. The requester will disappear and nothing will appear to happen. If we type the command, LISTBANK and press return, we will we similar to the following:

```
1 - SPRITES      $400245  $5
```

This means that the BANK of SPRITES that we loaded in, is in BANK 1, and is located at address $400245 in memory (which is not important to most users), and there are five images in it. Your values may be a little different.

Type: BOB 0,160,100,1

This places one of the sprites 160 pixels across the screen and 100 pixels down the page. It makes our sprite display itself with the image number 1. But the colours are a little horrible, aren't they? Simply type GET SPRITE PALETTE.

Exercise

Learn to use the joystick command JOY and write a small program that moves our sprite around in four directions (up, down, left and right) under joystick control. Below is a small example to help you learn:

```
X=160:Y=100
Bob 0,X,Y,1
Do
If Joy(0)=1 Then Y=Y-1 : Bob 0,X,Y,1
If Joy(0)=2 Then Y=Y+1 : Bob 0,X,Y,1
Loop
```

There should be enough here to keep you amused for a month. Don't forget that the Official Australian AMOS Club is now open and welcoming all AMOS users who weren't eligible to join previously. I hope to bring support to those of you as well. Write to me at:

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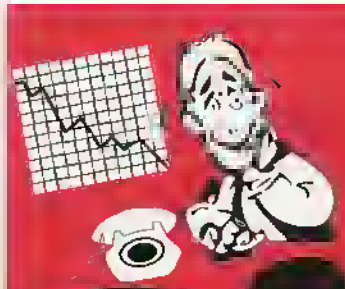

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Accelerator can be purchased with just the 68030 installed or with a math co-processor, Static RAM and/or a Dynamic RAM daughter board.
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DELUX PAINT 4.1 - I have been selling this upgraded version for around 2 months, I wonder why Electronic Arts still haven't introduced it to us in Australia?

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You Can CanDo

Tutorial No. 6

A Simple Paint Program

by Greg Abernethy

This month's tutorial will be a very simple paint program, demonstrating how CanDo's graphic commands are used. I have designed the program using three buttons and a field. You can select a tool and a colour and create a drawing on the canvas. You can clear the current drawing, or undo an error using the undo feature.

Although the program is very simple and has no LOAD or SAVE feature, (I will explain at the end of the tutorial how to add these features), it is a good way of demonstrating the use of the various graphic commands, in conjunction with the mouse and a button as a canvas for drawing.

Button scripts

CanDo buttons have four events that can contain scripts. The events are:

1) CLICK - when the mouse pointer is positioned over the button and the left mouse button is clicked, the script attached to this event is performed.

2) DRAG - when the mouse pointer is dragged over the button as the left mouse button is held down, the script attached to this event is performed.

3) RELEASE - when the mouse pointer is positioned over the button and the left mouse button is released, the script attached to this event is performed.

4) DOUBLE CLICK - when the mouse is positioned over the button and the left mouse button is clicked twice, the script attached to this event is performed.

The DOUBLE-CLICK event is not really suitable for this type of application, so we will ignore it in this tutorial. Using these events, it is possible to use a button as a canvas for painting. We can determine where the user first clicked on the button, where the mouse pointer is being moved on the button, and finally the location of the mouse pointer when the left mouse button is released. In this way we can draw lines, circles, rectangles and other geometric shapes using information gained from these events.

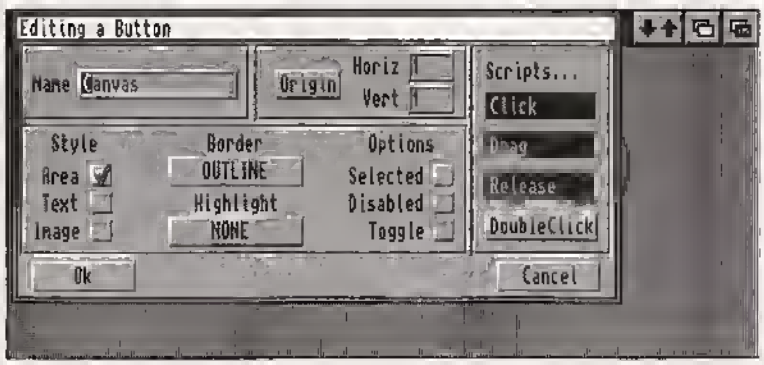
Getting started

The paint program will be designed using a single card. I have used a 32 colour low-resolution screen. If you want to experiment with a medium-resolution screen, you will need to double all x-coordinate values, as strange results may occur if this is not done.

The SCREEN setup is as follows;

320 x 256, 32 Colours - No Window Objects.

The screen has no borders and must be opened on its own screen.



Next we will write the AFTER-STARTUP script to set-up our paint program with a CANVAS, PALETTE and TOOL panel. The AFTER-STARTUP script is as follows;

```
Let t[1] = "Sketch"
Let t[2] = "Line"
Let t[3] = "Rect"
Let t[4] = "A Rect"
Let t[5] = "CLEAR"
Let t[6] = "Circle"
Let t[7] = "F Circ"
Let t[8] = "Paint"
Let t[9] = "Erase"
Let t[10] = "UNDO"
Let x1 = 0
Let y1 = 181
Let y2 = 212
SetPen 2
Let x = 1
Loop
    DrawRectangle x1,181,64,32
    PrintText CenterString(t[x],8),x1,193
DrawRectangle x1,212,64,32
    PrintText CenterString(t[x + 5],8),x1,224
    Let x = x + 1
    Let x1 = x1 + 64
Until x => 6
Let x = 4
Let x1 = 1
Loop
    SetPen x
    AreaRectangle x1,153,10,15
    Let x1 = x1 + 10
    Let x = x + 1
Until x = 32
SetPen 1
DrawRectangle x1,153,38,15
Let CurrentPen = 0
```

This script sets up our page. Firstly, we store the TOOL NAMES in an array (more on ARRAYS and RECORDS in future tutorials). In this way we can use a loop to display the various tool names in their correct positions on the TOOL panel. Next, we draw the buttons for each tool and at the same time insert the names of each tool in the correct location. This is done by incrementing the x-coordinate and drawing rectangles using Pen 2.

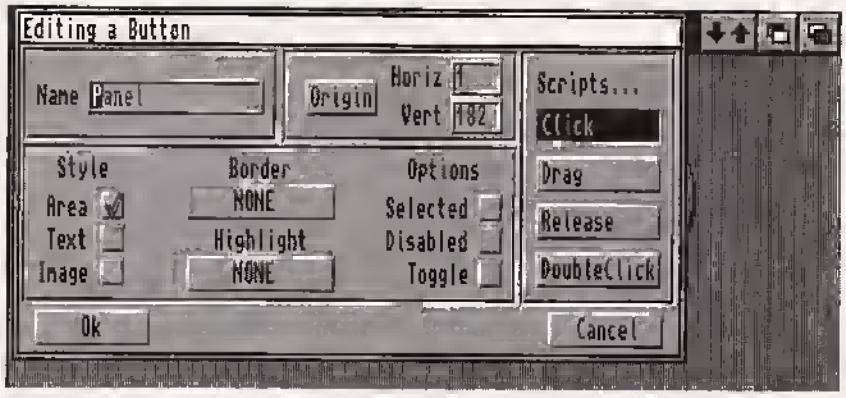
The loop is performed five times, as we can draw the top and bottom rectangles in the panel at the same time, and insert the tool's name at the same time.

Now we will draw our PALETTE on the screen and a rectangle to show the current colour that has been selected by the user. Finally, we set the CurrentPen variable to 0, as this is our starting colour. I have designed the paint program using Workbench 2.0 colours. If you are using Workbench 1.3 some of the colours may vary. Experiment to get a suitable screen display.

Creating the buttons

We will now create the three buttons to be used in the paint program. The specifications for each button are listed below, along with the script for each button and an explanation of each button's function.

TOOL BUTTON




```
Name:  Panel
Origin:  x = 1
         y = 182
Size:    width = 318
         height = 62
Border:  NONE
Highlight: NONE

CLICK EVENT script;

Let OldTool = Tool
Let xloc = MouseX - 1
Let yloc = MouseY - 182
Let xloc = xloc%64
Let yloc = yloc%32
Let y = yloc * 4
Let yloc = yloc + y
Let Tool = xloc + yloc + 1
If Tool = 5
    SetPen 0
    AreaRectangle 1,1,318,150
    Let Tool = OldTool
Elself Tool = 10
    Transparent OFF
```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```
    ShowBrush "Clip",1,1
    Let Tool = OldTool
EndIf
SetPen CurrentPen
SetText "Tool","Tool:"!Tool[Tool]
```

When designing the TOOL button, I wanted to avoid the need to create ten separate TOOL buttons. Luckily, I remembered an article on CanDo written by Simon Maurice in *Professional Amiga User*. Simon had devised a means of obtaining the number of a particular box in a group of boxes. Using this I was able to use just one button for the TOOL and PALETTE panels. Thanks to Simon for his great article.

In this script, which must occur when the button is first clicked on, we firstly place the current tool number into a variable for later use. Next we use Simon's routine to determine which TOOL has been selected. If the TOOL is 5, the CLEAR tool, a rectangle is drawn over the canvas in colour 0, giving the impression of the canvas being cleared. Because we need to return to the previously selected tool, we insert the previous tool value back into the current tool variable.

If the TOOL is 10, the UNDO tool, we set the brush TRANSPARENCY to OFF and display a brush that is stored in a buffer called "Clip". This buffer is updated continually as the user works on the canvas. The transparency is set to OFF, to avoid a screen flash which can occur if this is not done. This feature allows the user to undo their last action on the canvas, if an error was made. Because we need to return to the previously selected tool, we insert the previous tool value back into the current tool variable.

We then set the CurrentPen to ensure the user will be using the selected colour, and then display the name of the current tool in the TOOL field, which will be created shortly.

PALETTE BUTTON
Name: Palette
Origin: x = 1
y = 153
Size: width = 318
height = 15
Border: OUTLINE
Highlight: NONE

CLICK EVENT script;

```
If ColorOfPixel(MouseX,MouseY) > 3
    Let CurrentPen = ColorOfPixel(MouseX,
MouseY)
    SetPen CurrentPen
    FloodFill 299,166
EndIf
```

This is a very small script but is all that is required to determine the colour selected by the user. The first line checks to see that the user has not selected a reserved colour. (I have reserved the first four colours of the palette to avoid any conflict with the borders of the buttons). If the colour is valid, the CurrentPen value is set to the numerical value of the colour at the location of the mouse pointer's hot spot.

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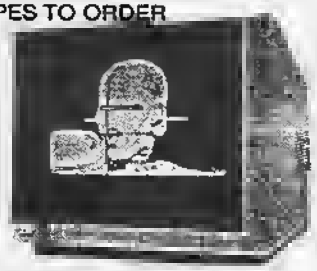

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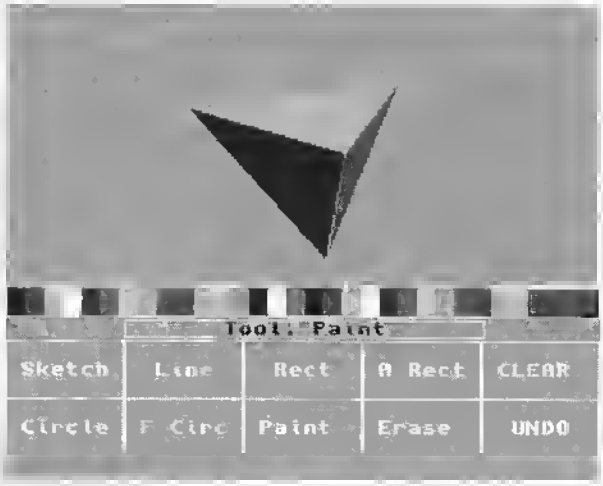
Next, we set the Pen to our CurrentPen and then use the FloodFill command to fill the box on the right of the PALETTE Panel.

CANVAS BUTTON
Name: Canvas
Origin: x = 1
y = 1
Size: width = 318
height = 150
Border: OUTLINE
Highlight: NONE



The CANVAS BUTTON is the most difficult button to design as all three events, CLICK/DRAG/RELEASE, are used. I will explain the CLICK script and briefly describe the DRAG and RELEASE scripts.

```
CLICK EVENT script;
ClipBrush 1,1,318,150,"Clip",CHIP
Let xOld = MouseX
Let yOld = MouseY
MovePen xOld,yOld
```

This is another very small script but is also important. The first line enables us to grab the current drawing on the canvas before any new drawing is done. In this way, if an error is made, the user can click on UNDO and have the clipped brush redisplayed on the screen.

Next, the x and y locations of the mouse are placed into variables for use in the DRAG and RELEASE scripts. Lastly, the current Pen location is moved to the current x and y coordinates. At this time the user has clicked on the canvas and is about to perform an operation, whether it be drawing a line or filling an area with colour.

DRAG EVENT SCRIPT

```
FastFeedBack TRUE
SetPen CurrentPen
If Tool = 1
    DrawLine xOld,yOld,MouseX,MouseY
    Let xOld = MouseX
    Let yOld = MouseY
    ExitScript
ElseIf Tool = 2
    SetDrawMode COMPLEMENT
    RayTo MouseX,MouseY
    RayTo MouseX,MouseY
    SetDrawMode NORMAL
```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```
    ExitScript
ElseIf Tool = 3
    SetDrawMode COMPLEMENT
    DrawRectangle    xOld,yOld,MouseX-
xOld,MouseY-yOld
    DrawRectangle    xOld,yOld,MouseX-
xOld,MouseY-yOld
    SetDrawMode NORMAL
    ExitScript
ElseIf Tool = 4
    SetDrawMode COMPLEMENT
    AreaRectangle    xOld,yOld,MouseX-
xOld,MouseY-yOld
    AreaRectangle    xOld,yOld,MouseX-
xOld,MouseY-yOld
    SetDrawMode NORMAL
    ExitScript
ElseIf Tool = 6
    SetDrawMode COMPLEMENT
    DrawEllipse      XOld,yOld,MouseX-
XOld,MouseY-yOld
    DrawEllipse      XOld,yOld,MouseX-
XOld,MouseY-yOld
    SetDrawMode NORMAL
    ExitScript
ElseIf Tool = 7
    SetDrawMode COMPLEMENT
    AreaEllipse      XOld,yOld,MouseX-
XOld,MouseY-yOld
    AreaEllipse      XOld,yOld,MouseX-
XOld,MouseY-yOld
    SetDrawMode NORMAL
    ExitScript
ElseIf Tool = 9
    SetPen 0
    AreaRectangle MouseX - 1,MouseY - 1,2,2
EndIf
```

This script is fairly involved. Firstly, FASTFEEDBACK is set to TRUE to enable each point to be drawn as the mouse pointer is dragged across the canvas. Next, we perform the appropriate routine depending on which tool is currently being used. TOOL 1 is the SKETCH tool. While the pointer is being dragged, a line is drawn from the pointer's previous location to the pointer's current location.

TOOLS 2 ,3, 4 ,6 and 7 draw the selected geometric shape continually while the pointer is dragged across the canvas. COMPLEMENT mode is used when drawing the shapes to erase the previous shape as the pointer is moved. This gives a RUBBERBANDING effect seen on all graphic programs on the Amiga.

TOOL 9 is the ERASER TOOL that draws a small filled rectangle at the pointers x and y location, using colour 0.

RELEASE EVENT SCRIPT

```
Transparent OFF
SetPen CurrentPen
If Tool = 2
    DrawLine xOld,yOld,MouseX,MouseY
ElseIf Tool = 3
    DrawRectangle    xOld,yOld,MouseX-
xOld,MouseY-yOld
ElseIf Tool = 4
    AreaRectangle    xOld,yOld,MouseX-
xOld,MouseY-yOld
ElseIf Tool = 6
    Let xradius =Absolute(MouseX-xOld)
    Let xrad1 = xradius + xOld
    Let xrad2 = xOld - xradius
    If xrad1 > 318
        Let xradius = 318 - xOld
    EndIf
    If xrad2 < 2
        Let xradius = xOld - 2
    EndIf
    Let yradius =Absolute( MouseY-yOld)
    Let yrad1 = yradius + yOld
    Let yrad2 = yOld - yradius
    If yrad1 > 147
        Let yradius = 147 - yOld
    EndIf
    If yrad2 < 2
        Let yradius = yOld - 2
    EndIf
    DrawEllipse xOld,yOld,xradius,yradius
ElseIf Tool = 7
    Let xradius = Absolute(MouseX-xOld)
    Let xrad1 = xradius + xOld
    Let xrad2 = xOld - xradius
    If xrad1 > 318
        Let xradius = 318-xOld
    EndIf
    If xrad2 < 2
        Let xradius = xOld - 2
    EndIf
    Let yradius =Absolute(MouseY -yOld)
    Let yrad1 = yradius + yOld
    Let yrad2 = yOld - yradius
    If yrad1 > 148
        Let yradius = 148 - yOld
    EndIf
    If yrad2 < 2
        Let yradius = yOld - 2
    EndIf
    AreaEllipse xOld,yOld,xradius,yradius
ElseIf Tool = 8
    SetPen CurrentPen
    FloodFill xOld,yOld
EndIf
```

The RELEASE script routines 2,3,4,6 and 7 draw the geometric shape in the correct location, using the current colour, when the user releases the left mouse button. I added a check in the CIRCLE routines to ensure that the circles were not drawn outside the canvas.

TOOL 8 is the FLOODFILL tool and fills the selected area with the current colour.

TOOL MESSAGE FIELD

The last item to create is the field to display the name of the current TOOL. The dimensions are;

NAME: Tool
Origin: x = 65
y = 171
Width: 192 Centre-Justified
Border: OUTLINE

Once you have created the field save all work, and then test it. Select a tool, notice that the field is set to the current tool's name, and begin drawing. It would be a good program for kids who would like to tinker in a safe environment.

Final Words

Admittedly, the paint program is rather basic, but I created it in an hour, and many enhancements can be added. A colour palette could be created to allow the user to edit palette colours, a picture could be used as a background instead of the plain screen.

More tools could be added, and switchable screen modes, using two cards, could be utilised. LOAD and SAVE routines can be added as MENU options, using a file requester to get the picture's filename and then clipping the canvas picture using the coordinates supplied. This would enable loading and saving of IFF files, that could be transferred into other paint programs. If you enhance this program, could you send me a copy c/- ACAR as I would be very interested.

Next month, I will demonstrate the use of Array and Record variables.

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Susan's Message Board. *"The ultimate victory in competition is derived from the inner satisfaction of knowing that you have done your best and that you have gotten the most out of what you had to give."*

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September 92 ACaR

For Beginners Andy's Attic

Bulletin Boards

Part 2 - Starting Your Own

Andrew Leniart continues his look at the world of Bulletin Board Systems. Thinking of starting your own? Here's a few pointers on what you'll need.

Fortunately, BBS software for the Amiga has progressed in leaps and bounds in the last few years, so starting up your own BBS is relatively simple. The following is not meant to be a tutorial on how to set up any one particular piece of software. Rather, it's written to give you an idea of the amount of work and madness you will be getting yourself into.

Storage

First thing you need to think about is the amount of storage space that you can devote to your BBS. I first started up Andy's Attic on *TAG* software many moons ago. I didn't even own a hard drive back then and set the board up on two floppy disks. The main program was on a disk in DF0: and the storage space consisted of a disk in DF1:. While this worked fine and provided some fun by getting friends to log on and play with the board, it was merely a learning process.

If you are serious about running a bulletin board, a hard drive is an absolute must. The minimum space you're going to need to get started is 20Mb, though 40Mb is probably more sensible in my opinion. While you won't use all of this space right away, rest assured that it will not take very long at all to fill it up.

Software

Next step is to either purchase a commercial BBS package and set it up, or as most people do, download one of the ShareWare packages from one of the many BBSs which make this type of software available. There are a few around, though the only ones that I have personally played around with are *TAG* and *TransAmiga*.

If I had to recommend one, I'd probably say *TransAmiga* rather than *Tag* because even though *Tag* has been around a lot longer, it still lacks a lot of features that are available in *TransAmiga*. *Foozle* also works very well with *TAG* and is an excellent mail package.

On the commercial side of the coin, there are two that seem to be the most popular. One is *StarNet* which was at one time called *Paragon* but is now much refined and enhanced. The other is a new one called *DLG*. There has been a lot of talk about this package in Fidonet echos of late and it seems to be all the rave at the moment. More information could be obtained in the AUST_AMIGA and OZAMYINFO message echos via your closest FidoNet BBS.

If you wish to register or purchase these packages, you can do so at the BBS registration sites mentioned below.

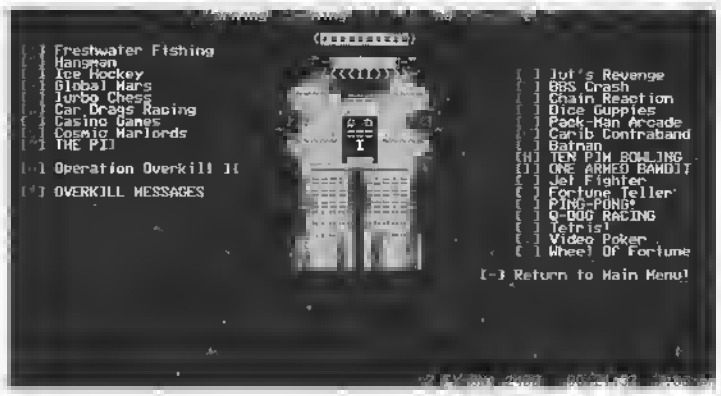
DLG

For the tidy sum of $280, you can get yourself a copy of *DLG Pro* with a registered copy of *Trapdoor* and *DLGMail*. This basically gives you everything you need to get into networking which we'll talk about later. Contact: Amos Bannister, 55 Sobraon Rd, Marsfield 2122. Amos may be contacted electronically at the following addresses: 3:714/908.1 (FidoNet)s8703525@mackay.mpce.mq.edu.au(Internet)s8703525@hardy.ocs.mq.edu.au (Internet).

Transamiga/Foozle

Current rego cost for the TA package is $US35.00 but you will need to send away to Canada to get the full registered version as there is no Australian registration site that I'm aware of. However, "Chris Quonoey" of Crazy Diamond BBS (3:633/359) FidoNet is a support site and the latest versions are always available from his BBS. Chris is also currently in negotiation to be-

Online games



come the Australian rego site for *TransAmiga* so contact him for more information. You can also get the full registered version of *Foozle* by sending in $45.00 to Chris Quonoey P.O. Box 247 Chadstone Centre, 3148.

Setting Up

Setting up a BBS is no easy task and a lot of things need to be considered when setting up from scratch. The best advice I could probably give to prospective sysops is not to rush in like a mad bull and try to get the thing going in under an hour. Avoid the temptation of skimming through the Doc files and rushing into it. You'll only end up frustrating yourself no end and having to delete everything hence starting from scratch anyway.

Best idea is to print out the instructions, have a good read of them first and then sit down and follow them step by step. Once you have a working set up, you can begin on what is arguably the most important part of all. The beauty of BBS software these days, be it for the Amiga or IBM clone machines is the amount of configurability they provide. You can set up your BBS to look just about any way you want to and have as many features (within reason) as your heart desires. In the beginning, it's hard to decide what features you would like so a good idea is to log onto a few different boards and see what they have. Incorporate what you consider to be their best features into your own and then expand from there.

Customising

Customising your BBS is where you get to put a bit of your own personality into your board. Try and be creative. Decide first of all what type of caller you want to attract. Do you want your board to lean toward files mainly? Messages, online games? Or maybe a combination of all of the above? It's all up to you. Once you have that decision out of the way, it's time to start customising.

Andy's Attic leans more towards the "Interactive caller". I like callers that talk

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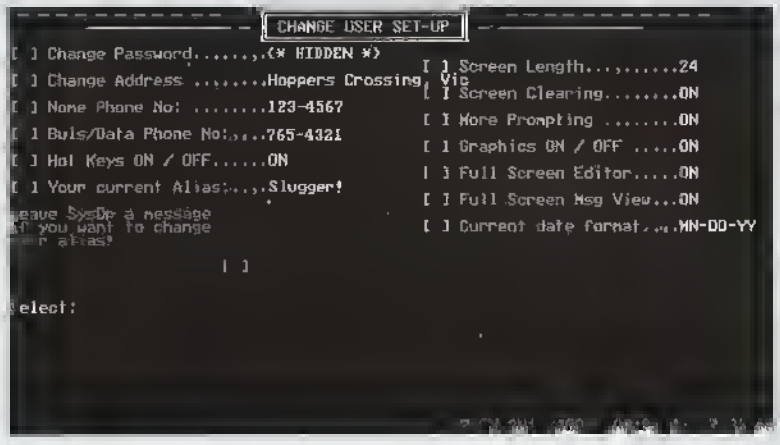
to one another and play games with each other. Files are also supported, though as I have chosen to run my board on an IBM clone, I supply files support for both the Amiga and the IBM community.



As can be seen by the Online Games Pic in these pages, I have no less than 24 online games available for users to enjoy. Many of these games are shareware products that have been registered, so all crippled features have been removed. In the messages department, I carry a modest 20 or so FidoNet echos that bounce from boards all over Australia. Topics range from Amiga echos such as Ozamyinfo and Amiga Help Line to Virus discussion echos and non computer related echos such as Jokes for those looking for a bit of a laugh.

Other message areas available are Buy/Sell echos where you can advertise to sell your wares and buy others'. Modem echos for help when having problems with modems and so on.

Joining a Network

I would strongly advise new sysops to run and fine tune their system for at least a few months before getting into a message network. Once you feel you're ready, apply for a node number. We'll use FidoNet in our example.

First things first, you'll need to obtain and set up a mailer and the means to toss echo mail. A popular combination these days is *TrapDoor* and *Foozle*. Note that Foozle only gives you the means to read and reply to messages. It works well with BBS software such as *TransAmiga*.

Once you've got a working setup, you'll need a current Nodelist so that your mailer can send mail. A node application must be made via crashed NetMail to a Net Co-ordinator to indicate that your system has fidonet capability and is running correctly.

There are many Nets in Australia but the one you should apply to will be one that is local to your area. If unsure, call a couple of Fidonet participating systems local to you and look at what their node number is. Ie: My Fidonet address is 3:633/106. The 3 is the Zone being Australasia, the 633 the Network and the 106 represents my system. To apply to join Net 633, you would crash your application to 3:633/0. Node 0 is always the Network Co-ordinators address.

Before you crash that application through, you will need to give your system a fake from address. A good idea would be something along the lines of 3:633/9999 if applying for membership Net 633. Substitute the Net number to whatever one it is you are applying to. This will ensure that you do not accidentally use someone else's address and cause problems for the NC that you send your message to.

The message (application) must contain at least the following information:

1. Your real name.
2. Your Voice Telephone number.
3. The name of your system.
4. The suburb where your system is located.
5. The phone number of your system.
6. Hours of Operation, Netmail and BBS.
7. The maximum baud rate you can support.
8. The type of mailer software and modem you are using.

All of the above information is essential for a successful application. In the message, you must also state that you have read and are willing to abide by current Fidonet rules and regulations. These are contained in a document called POLICY4.TXT which you should be able to download from just about any Fidonet bbs. If it's not available for download, ask the sysop if he can make a copy available for you. Most will be more than happy to help you out.

Once you've sent your application through, it's simply a matter of waiting for your node number. The NC you apply to will contact you via return crash netmail once your application is approved and issue you with a Fidonet address. You'll be given details and assigned to a HUB where you will poll daily for your mail. As soon as you have your address, you can contact your hub and make arrangements to pick up any available Fidonet echo. That's all there is to it.

> Fidonet is an international network of Bulletin Board Systems which exchange electronic mail using the FidoNet network. A structured distribution arrangement ensures messages are echoed around the globe, through a series of central distribution points. More information on FidoNet is available on your local FidoNet BBS.

Conclusion

So ends the tale of a sysop's view of BBSing. I hope you've enjoyed this article and extracted some value out of it. If you want more information on the subject, then write in and tell us so and we'll see what we can do. In the meantime, happy BBSing...

Next Month

Space was tight with this issue so there was no room left for readers' letters, however you can look forward to a bumper issue next month with plenty of replies to all your queries. Please keep that feedback rolling in. Till then... Contact Andy's Attic either by modem on (03) 749-4897 (all speeds up to 9600 baud)or by writing in to PO Box 1335 Hoppers Crossing Vic 3029.

Letters TO THE EDITOR

W.O.C.Desktop Publishing & Presentations

Dear Andrew, Congratulations on your presentation on Desktop Puhlishing at the World of Commodore computer show. It was very informative, professionally presented and equally entertaining. It was obvious that you knew your topic inside out (not like some TAFE teachers I know). Due to your presentation, I have decided to purchase *ProPage 3.0*.

What was the program you used for your screen presentation? I have done things like this at TAFE using *Microsoft PowerPoint* on PC's and once had a Mac crash on me mid-presentation.

Commodore and all the third party suppliers should be congratulated on their professionalism and help at WOC. I have located quite a few items to purchase to enhance my Amiga in DTP and DTV. It's all well and good reading an advertisement in ACAR, but actually trying out a product and asking the supplier questions gives a great chance for comparisons.

Being an avid reader of ACAR for many years (A VIC-20 owner once), I look forward eagerly each month for my new copy. I have also been reading PAU since its conception and was saddened to hear it is no more. Will ACAR be taking on some more professional oriented articles?

Thanks for many years of informative articles and entertaining stories. I look forward to many more. I think more people should have gotten behind PAU, but people don't appreciate what they have offered to them. Good luck for the future.

Ken Woodward
New Lampton NSW

Ed - *Thanks for your encouraging comments. The presentation package I used was* Scala, *version 2.0 of which is now shipping and adds many more new transitions along with the ability to include music and sound, as well as controlling external devices such CDTV, Laserdisc players and other applications through AREXX.*

WOC has benefited the Amiga community immensely. Let's hope next year is just as good. We will continue including more serious articles in ACAR to help make up for the demise of PAM. Thanks again for all your comments.

Island by Mail Disappearing Act

Dear Andrew, It may be advisable to warn readers of [a possible problem with] Island By Mail. Having sent off some seven weeks ago for their ultimate collection for the C128, one hundred dollars worth... they have cashed the cheque... the phone is no longer connected.

ACAR Reader

Poor Support

Dear Andrew, A lot has been said recently in your magazine and other local publications regarding the support we should give to the local distributors and retailers of computer software rather than importing it from overseas. The obvious case against this is the far lower prices for which one can obtain the same goods overseas.

However, the argument against this as stated by the local industry is that you do not receive the appropriate support when you do not purchase from Australian companies. Unfortunately, this is not the case!

About a year and a half ago I bought *Time of Lore* for the Amiga at a local retailer. The disk was faulty so I sent it back to Dataflow. After numerous phone calls they finally replaced the disk after nearly three months!

In contrast, last year I bought *Speedball 2* from an English company. This disk also had a problem so I sent it back to Mirrorsoft. Ten days after posting the disk, I had a replacement! This is amazing considering the time required for airmail from Australia to England and back again. Obviously, my disk was despatched the same day the dud arrived. Now this is what I call service and there are many Australian companies who could do a great deal to encourage local support and confidence if they took a leaf out of the book of these overseas companies.

Bradley Wenman
Beverly Hills NSW

Ed - *Whilst I accept there is some truth in the fact you can save money (and not always very much) by buying overseas, for every person like you who has had a positive experience purchasing this way, there is another horror story to motch.*

Overseas companies are much harder to deal with when problems arise relating to banked cheques or debited credit cards with no goods delivered at this end. Of course, there are also many stories of local companies providing excellent support. One benefit of their existence is this very magazine, which without local advertising support would not exist.

In your case. perhaps a friendly Australia Post employee noticed your disk on its merry way to the U.K. and thaught, wow I've got a copy of this at home and I love the Amiga too - I'll nip home and fix it for him.

Meanwhile at the offices of Dataflow, an express courier to the United States with your disk enclosed was despatched the day it arrived - after they discovered the whole lot in stock were faulty. Six weeks and many expensive overseas phone calls later, they finally received a replacement, from the slow U.S. company, which was immediately dispatched to your home. Anything's possible!

HOT PD!

Daniel Rutter updates us on the world of public domain.

Following the much lamented demise of *Professional Amiga User Magazine*, some of its content will inevitably leak over into ACAR. I wrote a PD column for *Professional Amiga User*, which unfortunately never saw the light of day before the magazine became defunct. I shall now be amalgamating the two columns, bringing you news of Public Domain developments on both the serious and the frivolous sides of the fence.

Latest Demos

A new hacker demo from the Andromeda group has surfaced. This offering, entitled *D.O.S*, gets away from the traditional formula of nineteen illegible scrollers and a new record for the number of bouncing red things on screen at once.

It opens with a fake AmigaDOS (hence the name) window - the demo will run happily on 1.3 or 2.0 - which shortly produces some nice title graphics and atmospheric music, segueing through to some most impressive translucent exploding vector objects. Another highlight of this demo is some magnificent HAM mode graphics. Overall, *D.O.S* is the pick of the current crop.

Eric Schwartz is continuing to churn out some excellent animations, from the simple 1Mb offerings to the huge and more recent *Anti-Lemmin'* (2 1/2Mb) and *Unsporting* animations (2Mb). If you've got the RAM, these ones are essential!

Another good new demo by Silents is called *Xpose*, and features some VERY pretty line, plasma and 3D graphic effects - examples of good coding which are actually nice to look at. It's two disks and runs fine on Workbench 2; give it a try!

ProTracker Update

The ultimate *SoundTracker* clone has been updated to 2.2a, which adds proper multitasking and improved MIDI support (like, working MIDI support) to the original, excellent package. For people who've not encountered *SoundTracker* programs before, they allow you to use any of the tens of thousands of sampled instruments in the public domain to compose four-track tunes of great complexity without paying a penny for extra hardware.

There are literally thousands of *Soundtracker* modules out there which *ProTracker* will happily load, and it adds a great sample editor, plenty of adjustable preferences and full, comprehensible documentation - all in all, *ProTracker 2.2a* is a magnificent music package at an amazing price, fully compatible with Workbench 2, and well worth inclusion in your own library.

Prime Artifax have compiled five new Tracks disks, each of which contains *SoundTracker* modules which *ProTracker* can load and play (and edit), along with a simple, friendly player program. These latest Tracks disks, Six through to Ten, contain fewer modules each than previous disks, because the modules are much bigger and more impressive.

A particularly popular one is Tracks Seven, which includes 2-Unlimited, which as I write is actually a song in the charts and sounds very close to the single, along with Beyond Music, which is quite simply a classic.

Both these modules are around 400 kilobytes in size, which means users of machines with 512K of RAM will be pushing it, and even one meg users with only 512k of chip RAM will more than likely have to shut down multitasking programs. But it's worth it!

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PCTask MS-DOS Emulation

On a more serious note, there was a great deal of interest in the *PCTask* software IBM emulator, released as ShareWare by its Australian author, Chris Hames. On the plus side, software emulators need no extra boards, modules, drives or other bolt-on bits, and hence wind up being VERY cheap. On the other hand, blistering speed is unattainable. On a straight 68000 machine *PCTask* attains the plodding pace of 0.3 times IBM XT speed - but it's quite usable on 25MHz 68030, where it makes it right up to 1.9 times XT.

In any case, if you're looking for a functional IBM emulator for occasional use - very occasional, if you're running a 68000 machine - *PCTask* is well worth a look. *PCTask* supports MDA and CGA, and the registered version ($35) will run on faster processors than 68000 and supports hard drives. By the time you read this, a demo of *PCTask* (write to disk disabled) will be on Prime Artifax's MS-DOS Emulator disk; or you can get it on Fish disk 643.

DirWork

While we're talking about Chris, another of his programs has recently been updated - *DirWork*, his brilliant directory utility has reached version 1.62. There was a brief stopover from the old 1.43 which many people are still using, but unfortunately in adding many new features Chris also introduced more than a few insects, which this latest version eradicates.

DirWork directory utility

New features since 1.43 include Show support for Sliced HAM, some Dynamic HiRes and icons, separate processes for DiskOp, Show and Type (so you can flick the picture, window or text file to the back and still use *DirWork* as normal), greatly improved Type with search and ANSI, and various bugfixes and tweaks to make the dirutil coexist better with Workbench 2. *DirWork* has all the file manipulation power most people will ever need - Jon Potter's *DirOPUS* is more powerful but many of the features aren't needed by the average Joe; *DirWork* certainly suits me fine. ShareWare registration for *DirWork* is $35 (OK Chris, the cheque's in the mail!).

Sourcing PD!

You may wonder where I get my PD software. There's no great trick to it - anyone with a modem can get easy and cheap access to PD by logging onto any one of the 726 (at last count) bulletin boards in Australia. In fact, even as I type this I am uploading a file to one such board.

And BBSes aren't useful only for inexpensive software - they also provide a fast way to get in touch with knowledgeable Amiga users. The major way to do this in Australia is by participating in the FidoNet Aust_Amiga conference, which is car-

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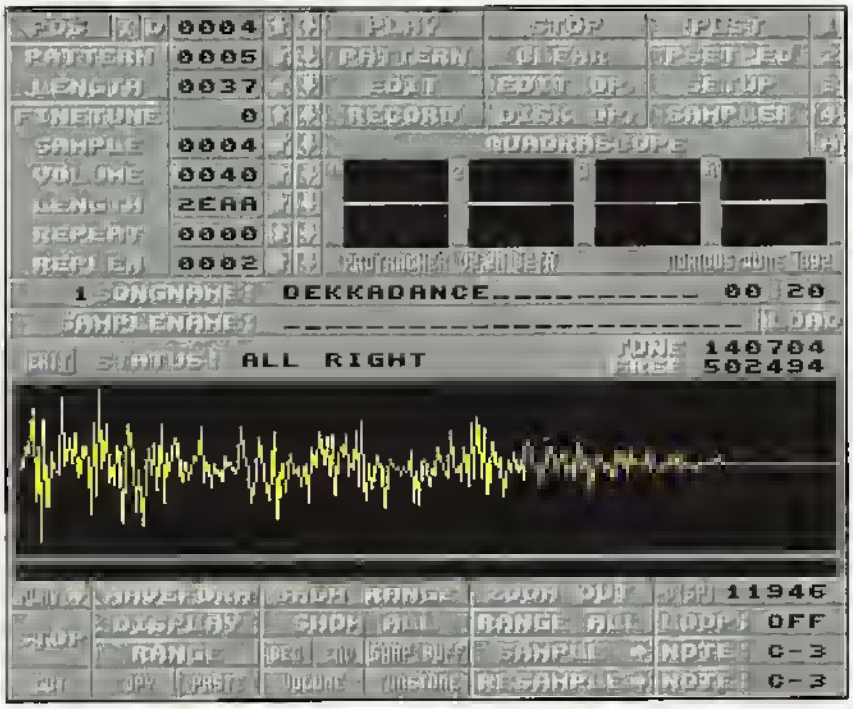
ried by many FidoNet boards and during the month of June this year had 1,647 messages posted by 165 users, myself included (thanks to Andrew Clayton for posting these statistics).

A query posted here should collect a fair crop of replies over the course of a week, and access to the echo is as cheap as a local phone call, provided a BBS is within the appropriate range of your telephone! Note however that as a national free echo area, Aust_Amiga should not be used for you to chat to your mates - only messages with some relevance to the Amiga are permitted.

If you live in Sydney - or have a budget that can stand STD - you might like to check out some of the boards I regularly frequent - Bad News (02) 587 8441, Blade (02) 957 3050, Amiga Connection (02) 970 6444, and the excellent game board Arrow, which has the distinction of being operated by the author of its main game, Arrowbridge.



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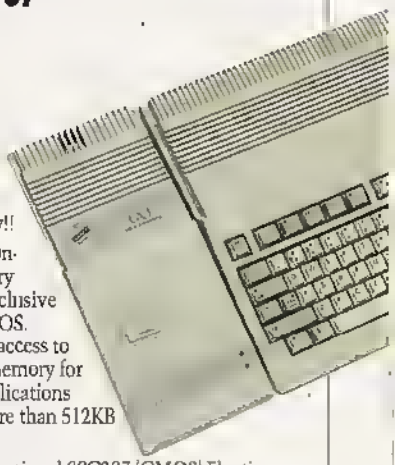

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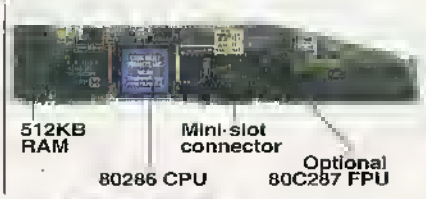

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This makes for considerably more fun, because if a bit of the game isn't fair or doesn't work properly, he'll fix it in a couple of days! Arrow can be reached on (02) 451 2660.

PD Prices

I bring the subject of bulletin boards up partly because there have of late been a couple of comments, in the Aust_Amiga Echo and elsewhere, in which some people have cast aspersions upon the price some public domain libraries charge for PD disks. This software is, as it says, able to be distributed without let or hindrance by anyone, anywhere, at whatever level of profit or loss they so desire.

Messages on programs that they may not be distributed for more than a set price are valid insofar as the actual price charged for the program and the disk goes - if an additional levy is placed upon this price to support services above and beyond simply copying, mailing and ignoring all cries for help, such action is perfectly legal.

It's important to realise the truth in that old saying, you get what you pay for. Some libraries provide little or no support and if you have a faulty disk, tough, you'll have to order another. With this in mind, the bargain basement prices which have popping up of late start to look a little less attractive. The bigger PD houses may charge a little more, but you can be sure they'll deliver punctually - and in one piece - and they don't use bargain basement media. In the unlikely event that something should go wrong with a disk, you should expect to see it replaced at no charge. Some libraries will even send a new copy without you having to return the faulty disk.

Service and support is another big part of the pricing differences you'll find flipping through the pages of ACAR. If you're not sure what you're getting for the money, ask. Ask what happens if you receive a faulty disk, or need help making a program run.

Remember too that public domain libraries cannot be held responsible for how well a program actually functions. One of the advantages in buying disks which have been compiled by the library you're purchasing from is the knowledge that they have actually tried the programs on the disk and know a bit about them.

Larger overseas collections carried by local libraries such as 17-bit Software and to some extent the Fred Fish collection, contain some valuable gems. However, due to the sheer size and nature of these compilations, they're also full of a lot of tricky programs which may not be easy to get running, or the quality of which may disappoint you. If in doubt, check your local Amiga User group, or ask for recommendations before you purchase. Most of all, keep reading this column!

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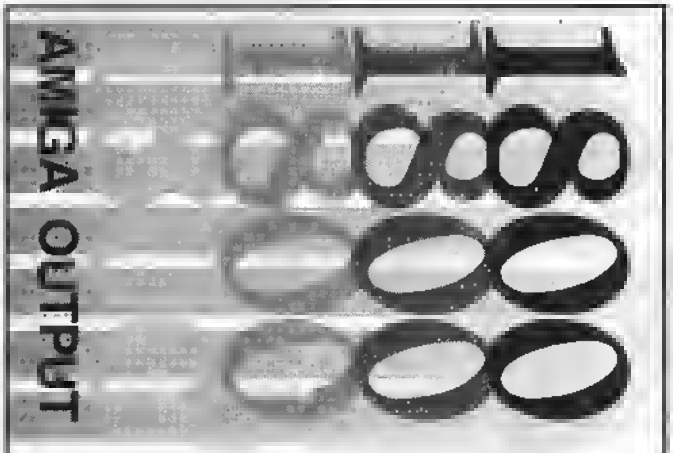

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Impact Camera House

Amiga Dealer Profile

Finding people who really know Amiga in the retail world can be tough. Greg Wall discovered one dealer who has entered the Amiga retail world from the photographic end.

Impact Camera House opened their doors to the public at Victoria Plaza Chatswood in 1988 as a camera and photographic shop. They then went on to open a second shop in Westfield at Chatswood in November 1990. In this new shop they started introducing video cameras and editing equipment. With a background in Electrical Engineering and an interest in the Amiga, Manager Peter Szekely quickly saw the potential of including Amigas in his shop for the production of graphics and animation as an adjunct to his clients' video needs.

This idea was originally introduced into his Westfield store and he has just recently moved over all his video and Amiga equipment to the Victoria Plaza store.

Demonstration hardware

On display in the shop is an Amiga 3000 with the standard 2 meg chip and an additional 18 meg fast. The 3000 also has a GVP 040 board and two Quantum internal hard drives being 105 meg and 240 meg.

A Sunrise AD1012 board helps with 12-bit sound sampling and a GVP IV24 board was chosen for his 24-bit graphics. He also has a Syquest external 88-meg removable harddrive as well (nice system).

This little toy of his is also hooked up to two Panasonic FS100s (Super VHS) and he currently has on display programs like *Mediaphile*, which also controls all of the above, creating a fully integrated system.

By the way, Peter also has an Amiga 2000HD with a 2630 accelerator running with an extra 3Mb of RAM, but says he doesn't use this one as much - is it any wonder with the above machine at his fingertips?

Product Knowledge

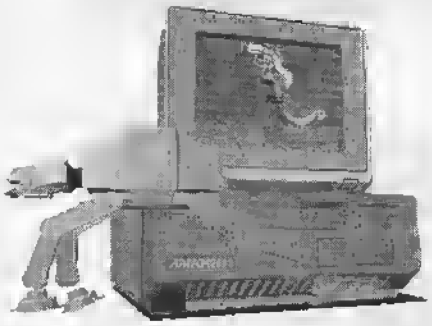
Talking with Peter, he emphasized the fact that Impact Camera were offering "complete video solutions, not just boxes". His intentions are to provide entire packages comprising all the needed video and Amiga equipment thus ensuring total compatibility, and of course providing advice and backup support for their clients. In the store you'll find DCTV, colour splitters, frame grabbers, video cameras, tripods, genlocks, and lighting, along with a range of GVP products. You can also choose from accessories such as video cables, microphones, carry cases, batteries, blank video cassettes, lenses and filters and sound effects equipment.

Impact Camera House has stand alone edit controllers, and by the time you read this, should also have in stock time base correctors for both the A2000 and A3000. (The A2000 model should be available for around $2000). These come in both internal and external models. If you're serious about video work watch out for them!

Final Impressions

In conclusion Impact Camera House seems to be a great place to go for all your video production needs. It's a place where you can purchase a complete package (including Amiga, genlock, video cassette recorder and camera) all under the one roof.

For more information contact Impact Camera House, 369 Victoria Avenue, Victoria Plaza, Chatswood 2067. Ph: (02) 419 7060.



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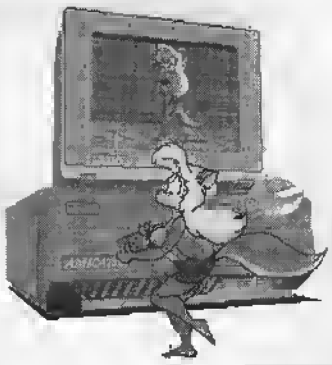

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HOT GAMES #8

Asteroids - a perfect replica of the original; Bug Blaster - zap them insects- FAST; Microbe - blow germs away- god fun; Poing - great horizontal Breakout, many levels; Revenge of the Mutant Camels - hilarious blast-up from Jeff Minter; RingWar - nostalgic vector space war; Trix - exact replica of arcade original!

SOUND-VISION
Best NEW DEMO!

Another classic one disk demo with lots of new tricks including morphing titles, a bouncing 3D world, raytraced animation and more. Runs in 512K. WB2.x and 030 compatible.

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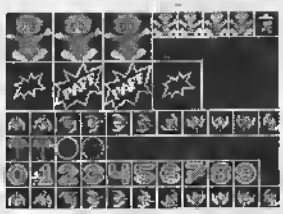

Lemmingoids!

Take an arcade classix like Asteroids, change the graphics, add new sound effects and you have a new game. Shoot the Lemmings! The best part is, you can also do the same and make your own custom Asteroids clone!

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BOOTX 4.5 - European origin for protection from all the latest.

AmigaDOS Helpers and Utilities

TWO DISKS: DirWork, directory utility; Imploder4.0, file compressor; LHA1.22, archiver; LibList1.20, library lister; PP, use PowerPacked data files; SuperDuper, SysInfo2.64, system stats; TrackDOS, DOS/RAM/ disk track interchange; Amiga Resource Project (ARP), makes 1.x DOS commands smaller & more powerful; CShell, Shell replacement; DekSid, disk/file sector editor; FixDisk, salvage damaged floppy/hard disks; and FlashDisk, floppy optimiser.

PROTRACKER 2.2

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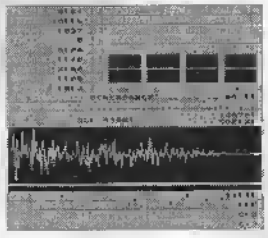

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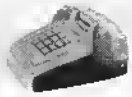

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Hacker Demos

Psychosis: A great demo for lovers of vector balls - this one features hundreds of 'em, animated with great speed, to the usual jaunty soundtrack. Not a classic, but well worth a look!
D.O.S.: A magnificent demo featuring great sound, graphics including translucent vector objects and hold and modify raytraced animation, which is guaranteed to violently remove the socks from any jaded Mac or IBM user.
Never Again: This one, from Panoramic Designs, features a great assortment - a funny (if gruesome) opening animation, fast animation of a dotted flag and a variety of lines; fast mandelbrot zoom and more to a terrific soundtrack!

CARTOONS

1MB
Cartoon Anims-1 : Batman, Shuttlecock and Stealthy -
Cartoon Anims-2 : Amy-Vs-Walker
Cartoon Anims-3 : Juggette, Juggette-2 and Juggler-2 - Comedy animation continuing theme of original Juggler demo.
Cartoon Anims-4 : Stealthy Manuever - (MovieSetter)
Swiss Army F-16 - (MovieSetter)
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HOT PD GAMES!

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(many of these games appear on the hot games disks)

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TRACKS 8: 3 (yes. that's the name!), Anasthasia_T99, Jarre_Live.
TRACKS 9: 2MM, ELM-ST, Worlds War.
TRACKS 10: Backtracking, Insomniac, Klisje_Paa_Klisje, Lazermix91.

All non-bootable but fitted out with IntuiTracker for playing.

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The C64 Column

by Owen James

by Owen James

Welcome to the "Reader's Digest Condensed" version of The C64 Column. As the more observant of you may notice, ACAR's C64 coverage has been reduced in order to give more space for Amiga articles. No doubt we'll bear the cries of "Revolution" and "Kill the Editor", but the changes reflect what the majority of ACAR readers want - more Amiga coverage.

New C64 magazine

This doesn't spell the end of C64 support in Australia. As I bave mentioned in previous months, a new monthly magazine bas been launcbed for Commodore 64 and 128 readers exclusively. *Commodore Network* is the name, and at present is available by subscription only. Rates are: three issues for $10.50, six issues for $19.50, 12 issues for $36.00 and 24 issues for $60.00.

Commodore Network provides all the latest news, reviews, programming tutorials and yes, even entertainment gets a look in courtesy of The C64/128 Games Club's Scott Logan. Subscribers are also entitled to discounts on all C64 hardware purchased from Novo Computer Hardware.

If you're still serious about your C64, as I know many of you are, take a look at *Commodore Network*. For all subscriptions and editorial enquiries you should contact Warren Naismith, 9 Wadeson Street, Cobram VIC 3644.

Where to go for games

If games are more your scene then The C64/128 Games Club will continue to offer you support. The group produces a regular newsletter containing all the hints, tips and cbeats that no gamer could do without. There's also a regular news section contributed by Yours Truly. For membership details you can contact Scott Logan at 9 Collington Street, Mansfield QLD 4122.

User Groups and BBSs

Apart from these two organizations, there are still many C64 User Groups and Bulletin Boards right around Australia. As far as Bulletin Boards go, in New South Wales we have Way Out West on (02) 628 8888 and The Info Centre on (047) 36 6263, in Victoria we have Night Fligbt (03) 312 6676 and Talisman (059) 444 061, Western Australia bas Pilbara on (091) 852 754, and Queenslanders can enjoy support from Club-64 on (07) 341 9560. Tbere are many other BBSs around that offer C64 support of some kind, wbether it be in the form of a file section or it carries the C64/128 echo, but the ones I have listed bere bave proved to be amongst the most popular.

User Groups still seem to be as popular as ever. Perhaps the only problem they bave nowadays is a lack of publicity, something which one of our readers bopes to rectify by establishing a Register (details later). Penrith and Canberra are two cities that I know have well established groups, and there are many others that I don't know of. Send your details to me if you baven't already.

The Future?

The million dollar question - Where do the cutbacks leave what's left of The C64 Column? We'll still be providing news and readers' questions, along with the odd Public Domain review wbere space permits. All up, not much will change, only that we'll bave less space to do it in. I hope you keep reading.

Beware: Island By Mail

Before we rip into this month's mailbag, quite a few people have been making enquiries regarding a company by the name of Island By Mail. You may remember they placed advertisements in ACAR several months back offering their 'Legend' PD software collection for just under $100. It seems many people wbo responded to these ads bave bad their cheques cashed, but it appears Island By Mail bas gone out of business and bave not sent out either the disks or refunds. Their telephone bas been disconnected and to date no one bas had any success in contacting them by post.

If anyone has any information on wbat bas bappened to Island By Mail, please contact me as soon as possible. Meanwhile, anyone who has sent a cbeque to them sbould take steps to bave the cheque cancelled, or if it has already been cashed and you haven't received the disks you should try contacting Consumer Affairs in your state to find out if anything can be done.

PLEASE don't call me in the hope that I can do something.

Mail Bag

John Buckingham, of Warilla NSW, writes: "Dear Owen, I am at present trying to establish a register of User Groups in Australia that cater for the C64/128 users and would appreciate it if

you could make it known through the C64 column of ACAR that I would like to hear from such groups. When established the register will be printed and distributed to the User Groups, retail and mail order outlets who cater for C64/128, the BBSs that we regularly use and the magazines we read both local and overseas.

"It is particularly important that all C64/128 users maintain contact with each other through our user groups so we can help each other with our problems and to exchange any information we have. Please write to John Buckingham, 101 Osborne Parade, Warilla NSW 2528, or telephone (042) 97 3159."

OJ: Okay, User Groups. There's your chance to make yourself known and hopefully boost your membership numbers. Write to John direct at the address provided.

GeoPD

Russell Lewis, of Cammeray NSW, writes: "Dear Owen, Thank you for the first GeoPD disk that I received from you some weeks back. The printer files created by the Laser Matrix program are a giant leap over the ones supplied with the original GEOS disk. It's a pity that this program was not bundled with all GEOS printer files from the start.

"In regard to the letter by Brian Reed (C64 Column June 1992) asking about stand alone picture files from his program *Saracen Paint*, the Cockroach Graphic Utility will allow any screen that can be displayed to be captured and saved. The picture can then be converted to any format or saved as a slide show file and even printed out as a high quality printer dump. If the picture is converted to a Cockroach Compressed Graphic file, then this can easily be displayed from BASIC with the utility program supplied on the Graphics Utility disk. In Compressed Graphic form, even multi-colour bit-mapped screens take up less than 30 disk blocks, and simpler pictures even fewer. The manual contains full information on this procedure, as well as other aspects of capturing and editing screens. The Cockroach Graphics Utility can even capture your favourite screens from games, demos etc. including sprites and redefined character sets. It is a great Australian made C64 accessory."

OJ: Thanks for the information, Russell. The Cockroach Graphics Utility is certainly one way of grabbing C64 screens. The Action Replay cartridge also has the ability to grab screens and save them to disk, and The Final Cartridge III can grab screens and print a hardcopy, but sadly has no 'Save to Disk' function.

Riteman C+

Darrel Foster, of Metford NSW, writes: "Dear Owen, Just a short note in reply to Bill Woolford in the July issue under the heading of 'Which Printers?'

"Bill writes about his Riteman C+ printer and how he has made inquiries for an interface to allow him to upgrade to a Star printer. I have this day made one inquiry for him in relation to his problem and can afford him the following information.

"Direct Access, of 256 Darby Street, Newcastle (phone (049) 26 2144 or 008 025 229 (orders only)) normally keep a supply of Xetec Super Graphix Juniors in stock, however they are at present out but will be able to obtain one within a week. Cost is $130.00. Direct Access is one of Australia's largest mail order companies.

"Just for the record, this letter is written on the old C64 using *Paperback Writer* and printed on a Star LC-1011 via the Xetec interface, in NLQ mode. The Dip switches in the printer are all set to on and any changes needed to ensure printer is compatible with software are made via the interface."

OJ: Thanks for the information. I'm sure Bill isn't the only one who appreciates it.

Getting started

Jesse Baker, of Eureka NSW, writes: "Dear Owen, We have not long received a C64 from our grandparents. Going from a non-computer family to a computing one has been fun, exciting and confusing.

"Would you be able to supply me with more information and suggestions on using the C64? We would all be very grateful. At present we have a data cassette and an Okimate 20 colour printer. We are practising and learning all the time, but sometimes the learning is pretty slow. Any help would be much appreciated. Also, with tape games, how do you find the second game while you're still on the first?"

OJ: Congratulations on your recent acquisition. No matter what anyone says, I still think the C64 is one of the friendliest computers to start on. One of the first things you might like to consider is a disk drive. Most C64 programs these days are put onto disks because they are so much faster and allow more information to be held on them. Many computer stores are still selling 1541-II drives (the sort you'll need), or you may be able to find a good second-hand drive in your local Classifieds.

Once you have a drive, the next stop is to buy a copy of GEOS. GEOS is an all-in-one system providing a very easy to operate word processor, graphics program, and file management utility. It works fine with your Okimate 20 (also known as the MCS-810 here in Australia), so you can print out your illustrations and letters with ease.

To load the next game on tape, press STOP on your datasette and without rewinding the tape, turn your C64 off and then on again to bring it back to its original state. From there just either type LOAD or press SHIFT and RUN/STOP like you would normally. I'm sure you'll enjoy using your C64 as much as we all do.

Contact!

That wraps up this edition of The C64 Column. As always, I'd love to hear from you. Feedback, questions, suggestions and news items are always welcome. You can drop me a line c/- The ACAR, PO Box 288, Gladesville NSW 2111, or by Netmailing me at 3:713/810.2. I also frequent The Info Centre BBS (number printed above), so you can also leave me a message there. I'll be back next month. Catchya then!

CDTV

by Phil Campbell

University of Southern Queensland in huge CDTV deal

Rumour has it that next year's Engineering students at the University of Southern Queensland are due for a nice surprise. Negotiations are under way for each student to be supplied with a CDTV unit and a disc containing the entire year's course work and study notes! Sounds like a top class idea.

CDTV Sales Explosion

July's World of Commodore Show gave the CDTV quite a shot in the arm. Things were looking decidedly slow on the CD front when Commodore announced a massive price cut for the duration of the show. Dealers at the show were selling CDTVs like hot cakes at prices hovering around $699. A free copy of *Grolier's Encyclopedia* made the deal hard to resist, and brought the CDTV into the mass market arena where it belongs.

This price, however, was too good to last. The new recommended retail price of $999 is considerably lower than the old price point of $1499, and should entice plenty of punters - but we're not going to reach critical mass until discounting pegs the price at around the show special mark. Watch this space!

CDPD coming soon for CDTV

Toowoomba's Don Quixote Software will soon be releasing a CD containing stacks of public domain software. Retailing for around $50, the disc is produced by British Almathera Systems, and features over 600 Megabytes of public domain software for the Amiga and CDTV. The disk contains workbench 1.3 and 2.04, allowing you to use the CDTV as a computer with optional keyboard and mouse.

Ready to run applications include a quality spreadsheet program, a database, text editors, and the popular *Protracker* music program, together with over 400 music modules modules.

The disk also contains the full Fish Disk Collection from disk 1 to 660. For more information, contact Don Quixote Software on (076) 331 560.

CDTV Feedback

With CDTV sales increasing, there are plenty of new users out there. And this page is for you. If you've got any questions or comments on the CDTV, drop us a line at CDTV Feedback, c/o Phil Campbell, PO Box 23 Maclean NSW 2463. With help from Commodore's technical gurus, we can answer almost anything! Write and let us know what you're using your CDTV for, give us your views on new software titles, and generally have a rave.

The Connoisseur fine art collection

Believe it or not, I'm quite a cultured person. Sure, it doesn't show. But

The Connoisseur - opening menu

that's because I'm the humble type who doesn't like to put on any airs and graces.

Take art, for example. I can tell you the difference between an impressionist and a surrealist without even batting an eyelid. I know the difference between Manet and Monet; I can pick a Renoir at twenty paces; and even though I have trouble spelling Gauguin, I've admired his paintings for years. I may not know what I like, but I know quite a lot about art.

All of which adds up to the fact that I'm excited about *The Connoisseur*, a superb fine art collection on CD. Produced by Lascelles Productions in Hastings, New Zealand, this is an absolutely perfect demonstration of the potential of CDTV - it's literally an Art Gallery on your TV, with over 400 works of fine art covering nine periods and 100 major artists. And to really add style, there's even a selection of classical music that plays in the background while you browse.

The opening menu (see picture at left) offers you a selection of artisitic periods, from Classical Greece through to the Renaissance and 19th Century Impressionists.

The impressionists are my favourites, so let's take a look at what's on offer. Simply move the highlighted box to the "Impressionists" icon, press button A, and we're in business.

The Connoisseur offers far more than just a bunch of pretty pictures. It offers an education. There's a 4723 word introduction to Impressionism, including biographies of each leading artist, and comments on major works. Here's a brief extract to give you a taste of what you can expect:

"For the impressionists, visual sensations alone determined art. Brushstrokes became thicker with the bravura style of large strokes of single-coloured paint determining the form of the subject. However, the Impressionists avoided even the strictures of a set style. Each painter interpreted the general mood of the times as best fitted himself, so there was no set style, no dogma to follow.

"Impressionism developed into Expressionism since the emotion of the artist became the object of the impressions. The pure Impressionists like Monet and Pissarro strictly avoid any social comment in their art, but to the public at large there seemed a common element linking all the works of the Impressionists and the Post Impressionists: a revolution in attitude to art and a deliberate turning away from 500 years of artistic style.

"All searched for a new way of expressing reality as if reality was to be discovered afresh and only by them. The main artists in this period are the great Impressionists Manet, Monet, Cezanne, Sisley, and Pissarro; with Degas, Renoir, van Gogh, Gauguin and Seurat, taking up different approaches as the century ended."

Written in a clear and simple style, these notes are easily accessible on screen - a superb introduction to Art History. This is one CDTV title that will never be far from my machine - it's a delighfully relaxing "browse", or you can simply leave it running in demo mode - stick a picture frame around your TV screen and you've got an ever changing canvas in the corner of your lounge room.

Distributed by Don Quixote Software (076) 331 560 the recommended retail price of The Connoisseur is $139.95 - a bargain for a title that redefines the "state of the art."

Phil Campbell's Entertainment

All the latest news and views from the world of entertainment

ACAR Hints Disk 2 out now!

You asked for it, folks. And here it is. The second official ACAR Entertainment Hints and Tips Disk. Hints Disk 2 is loaded with hints, tips, and even full solutions. How about a solution for *Indiana Jones and the Last Crusade*, with full maps? It's here! Or all the clues you need to make your way through *Leisure Suit Larry 1* and *3*. Wonder what happened to *Larry 2*? *The Secret of Monkey Island* is revealed, we'll give you all the training you need to win at *4D Sports Boxing*, and we'll help you save the day at *Austerlitz*. All this, and literally hundreds more - all the tips ever printed in ACAR, plus a whole lot more collected by our hint guru Adrian Jenkin.

How do you get it? Simply send a blank Amiga disk, a cheque or postal order for $5 and a stamped, self addressed envelope to Phil Campbell, PO Box 23 Maclean NSW 2463. Please specify whether you're ordering Disk 1, which is still available, or Disk 2.

Amiga 600 blasts off

By now you've read about it, you've drooled over it, you've probably even seen it at your local Harvey Norman store. The Amiga 600 has well and truly taken off. And why not? I checked it out at the World of Commodore Show, and let me say, I was impressed. The price is right, the size is right - and most of all, the hard disk is right. The Amiga 600 puts Commodore back into contention as a mainstream player, and that's good news for us all.

So what does the future hold? Watch out for new games released on cards that slot into the A600's card port - just like the good ol' days of VIC 20 and C64 game cartridges! The new cards are much smaller and more elegant. They're pirate proof, they load instantly, and - most importantly - they're absolutely immune to virus attacks!

Rumour has it that a CD-ROM drive is on the way. The timing of the A570 release was crummy. This CDTV compatible add-on for the Amiga 500 was sort-of released only months before the A600 stormed the Commodore warehouses. While the future of the A570 is not assured, an A600 equivalent is under development. And more than likely, it will be tagged the A670, the model number mysteriously snatched from the A570 just before it hit the streets!

Software compatibility shouldn't be a problem. The A600 runs Workbench 2, and most new release games are already compatible. Add-ons will be a bit of a problem - the A500's cartridge port has been replaced with the card slot, so cartridges like the *Action Replay* will need some serious redesigning.

My advice? If you're looking for a new computer, grab yourself an Amiga 600HD.

And if you're thinking of upgrading your A500 with a hard disk - don't! The Amiga 600 complete with hard disk doesn't cost much more than an A590 drive.

Dataflow updates entertainment range

Leading educational software supplier Dataflow has gained Australian and New Zealand distribution rights for products by US based Merit Software.

Merit publishes a number of well known products, including *Tracon II*, a multi-player air-traffic control simulator ($109.95), *Moonbase*, a lunar "*SimCity*" ($79.95, see review this issue), *Operation Combat* ($29.95), and *Final Conflict* ($69.95). For more information, call Dataflow on (02) 310 2020.

Lemmings 2 Due this month

Questor plan to ship *Lemmings 2* sometime this month in PC, Atari ST and Amiga formats. If it's even half as good as the original, we're in for a real treat. Stay tuned for a full review as soon as the game is available.

Other planned Questor releases include *Pool*, *Rookies*, and *Shadow of the Beast 3*.

Mindscape Rugby Winners

There was certainly an enthusiastic response to Mindscape's *World Cup Rugby* Competition in the July issue. We asked three easy questions - who won the World Cup in 1991, who captains the Wallabies, and who is the Australian team's winger. Everyone got the answers right - Australia, Nick Farr-Jones, and David Campese. The two copies of the C64 version of the game go to Andrew Kennedy, of Dundas NSW, and K Cardilini, Wesburn Vic. Randomly selected Amiga winners were Daniel Whiting, of Chester Hill NSW, who will enjoy playing the game on his brand new Amiga 600HD, Michael Dowling, from Melton Vic, and George Orfanidis, Paradise Park Qld. Congratulations to you all, and many thanks to Mindscape for providing the prizes.

Mindscape September Competition

This month's Mindscape give-away is the excellent *Fire and Ice*. We've got five hot copies to give away, and all you've got to do is answer these five easy questions:

1. Who sang *I've seen fire and I've seen rain*?
2. At what temperature is the "triple point" of water, and what does it mean? (Boy, that's a hard one!)
3. Who played the fiddle as Rome burned?
4: What Chinese food can you almost make out of the title of the prize?
5. What does ice do that makes fish feel very relieved? (Mmmm ... think about this one.)

Write your answers on the back of an envelope with your name and address, and send it as quickly as you can to Mindscape September Competition, c/o Phil Campbell, PO Box 23 Maclean NSW 2463. Don't delay! The competition must close hy September 25th 1992.

Entertainment Letters

Keep those letters rolling in, folks - we're keen to hear from you with your entertainment comments, problems and news. Drop us a line at the Entertainment Mailbox, PO Box 23, Maclean, NSW 2463. Sorry, we can't give personal replies, hut most relevant queries will he published.

Horsing around pays off

Dear Phil, Back in January or February someone wrote in wanting a horse racing program. I have come across one but I can't find the copy which the

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letter was printed in (I didn't use it to start the fire ... honest!). If the person out there hasn't found one yet, here is my address. That's about all for now.

Daniel Smith, PO Box 9, Old Noarlunga, SA 5168.

Ed: Thanks for your help, Daniel.

Another ACAR Hints Disk?

Dear Phil, Enclosed are some hints for *Super Off Road Racer* and *Brainball.* I hope you can use them in your Entertainment Hint & Tips section. By the way, I like the way you have set out your latest version of the ACAR Hints Disk. I'm looking forward to the second disk release. I hope it's soon. How much would it be, or am I jumping the gun a little?

Bruce Sullivan

Ed: Thanks for the tips, Bruce. You'll find them reprinted on the Hints and Tips page. Glad you liked the revitalised ACAR Hints Disk. And funnily enough, ACAR Hints Disk 2 has just been released, with all the game hints, tips and cheat modes that we couldn't cram onto Disk 1.

And better still, the price is still only $5! Send me a cheque or postal order, a blank Amiga disk and a stamped, self addressed envelope, and our highly trained staff will rush you a copy by return post.

Free Utilities!

Dear Phil, Hi again and thanks for publishing my letter and hints in your June magazine.

Now in regards to my "Free utilities offer" you asked me if "Diskmaster" is Public Domain or not, well my learned friends at the Bendigo Amiga Users Group assure me that V1.3 most definitely is. In fact, to the best of my knowledge, all the programs on my utilities collection disk are P.D.

The offer is still there for any ACAR reader who would like a free copy of my Utilities Disk. Send a SSAE (with at least a $1 stamp on it) and a disk with perhaps a copy of your favourite utility on it to the above address.

Well, that's it Phil, thanks for being a part of the best Amiga magazine around, I look forward to the next edition.

Denis Fitzgerald, 22 Balmoral Drv, Golden Square, Vic, 3555.

Ed: Thanks for taking the time to check out the facts on Diskmaster. Even though your letter isn't strictly "entertainment", I'm sure lots of readers will take up your offer. Mmmm - I could even use some good utilities myself!

Going to the Dogs

Dear Phil, Could you please tell me if a Greyhound dog game called *Hounded by Kelvin King* was ever released for the Amiga 500. If so, is it still readily available. It was released for the C64 in 1987.

Paul Summers

Ed: I've never heard of *Hounded* on the Amiga 500, and I'd be very surprised if it was ever converted from the C64. If anyone knows more, please let us know.

Clubbed to Death

Dear Phil, Could you please let all the people out there know about the new club I am starting. It is called 'Motorheads Inc' and is for the players of car simulations/games. If anyone wants to know more, then they can send to me at - Drewe Zanki, 11 Murray St, Jewells NSW 2280.

Drewe Zanki

Ed: Just what the world needs ... another specialist computer club. But I guess all you rev-heads out there might as well keep each other company. Write to Drewe for more information.

Clubbed Again

Dear Phil, My name is Raphael Cendrillon and I am a 14 year old Amiga 500 user. After looking at all the clubs I found no Amiga clubs in my local area so I decided that I would find out more on the equipment needed to start up my own club.

After finding a total of ten other Amiga users just in my grade at school I was truly on my way to starting up my own club. Now comes the part where I need your help. What next? Will I need a local newsletter? If so how do I put one together? Should I charge an enrolment fee? I have a billion other questions that I would like to ask but have the time not the space. Therefore may I suggest you do an article on starting a local club. Thank you for your time.

Raphael Cendrillon

Ed: Well, Raphael, the first thing you do is read ACAR a bit more carefully. This is the Entertainment Section, not the club section! But let's assume for a moment that you're talking about a club that specialises in games. I'd imagine you'll need to produce some sort of newsletter to let people know what's happening. *Pagesetter 2* is the perfect program for the job - desktop publishing on the cheap, but good quality. You'll need somewhere to meet, and you'll have to work out what you'll be doing at your meetings ... one word of advice. DON'T use the club as an excuse for swapping pirated software!

Amiga Advice

Dear Phil, I know this is the wrong end of the magazine to send this to, but could you please print as much information as you can on the A600, 'cause I'm thinking of getting one. On a lighter note, does anyone have a cheat listing or poke (with sys) for *Atomic Robo Kid* on the C64? I got this game today, and it's very addictive - but it's driving me up the wall. Please help. Even though I'm getting an Amiga soon, please put more C64 coverage in the magazine - some British magazines print 60 to 70 pages of complete C64 stuff. You can do it!

Adam Wade
Ridleyton, SA

Ed: No, Adam, we can't do it. After all, the entertainment section is only 16 pages long. We try to balance our coverage in the same proportion as the ownership ratio between Amiga and C64. Upgrading to an Amiga 600 sounds like a great idea; it's a beaut little machine, though make sure you spend the extra cash on the HD model with Hard Disk - it's definitely worth it! Watch these pages over the next few months for help with *Atomic Robo Kid.*

Hall of Fame

Send your High Scores to Juris Graney, 41 Cameron St Maclean NSW 2463. Please mark clearly whether your scores are for C64 or Amiga. And remember NO CHEAT MODES ALLOWED!

AMIGA

ACTION FIGHTER 132,530 R Baker
ALERT 359,700 Robbie Baker
ARKANOID 1,052,610 Steven Walter
AMAZED 130,500 Chris Turnadge
AXEL'S MAGIC HAMMER 329,800 Aaron Buscumb
BAAL 134,250 Devo
BATTLE COMMAND 334,200 P Cain
BTTL SQDRON 99,999,999 (c) A Burbidge
BEYOND ICE PAL. 67,626 (c) C Turnadge
BIO CHLLENGE 29,000 A Sanderson
BLOCKOUT 85,281 S Lark
BOMBJACK 382,310 David Dilkes
BUBBLE + 276,850 (c) Chris Toyne
BUBBLE BBL 2,960,980 K Cameron
BUDOKAN 6:08min (c) M Sorensen
BUGGY BOY 113,260 Pwrhouse Nick
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CHASE HQ 7,426,060 Pwrhouse Nick
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DENARIS 53,900 Peter Evans
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DRAGON NINJA 246,400 R Matthews
DOUBLE DRGN 962,355 R Cameron
DOUBLE DRAGN II 187,830(c) D Carsburg
EDD THE DUCK 5,820 A Gormly
ELIMINATOR 246,570 Greg Munro
EMERALD MINE L 23 (d) T Johnson
FLOOD 13,135 Matthew Beetson
GEE BEE AIR RLY 308,726 R Irwin
GIANA SISTERS 87,827 M Beetson
GODS 3,957,622 (c) R Pitt
GOLDEN AXE 488.6(c) M Beetson
HYBRIS 2,367,250 Merakee Beaton
IK+ 1,039,200(c) Powerhouse Nick
IMP MISSION 66,390 Diane Unwin
IMP MISSION II 67,900(c) D Dilkes
INDIANA JONES LC (c) Philip Nicoll
INDIANAPOLIS 500 37.74sec/238.47mph Michael Glenville
INERTIA DRIVE 33,600(c) A. Gormly
KARATE KID II 54,000 M Summers
KILLING GAME SHW 689,270 O Thompson
KLAX 4,396,040 Happy Hacker
LEATHERNECK 88,500 S Crosland
LIVE AND LET DIE 96,520 M Beaton
MAJOR MOTION 50,858 O Webster
MENACE 996,481 Kamikaze Andy
MINDWLKER 306,214 P Schumacher
MOUSETRAP 71,977 Dave Rich
NARC 180,800 Damien Carsburg
NINJA MISSION 68,528 Chris Toyne
NITRO 283,000 (c) Brett Bannerman
NUCLEAR WAR 920 (c) Matt James
N. Z. STORY 548,695 E Beaton
ONSLAUGHT 39,918 A Gormly
OP THNDERBLT 166,400 A Gormly
OP WOLF 355,680 G Wilson
OUTRUN 26,331,122(c)B Moen
OFFSHORE WR 628,345 J Booth
PACMANIA 3,250,140(c) A Burbidge
PINBALL MAGIC 332,390 T Chilcott
PINBALL WIZARD 3,893,570 S Hose
PIONEER PLAGUE 35,412 K Scoby
PLUTOS 299,000 Devo
POPULOUS 347,990 M Summers
PORTS OF CALL $3,654,944,000 Status 1033 Troy Clarke
POW 612,865 David Thompson
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RICK DANGRS II 68,450 S Southurst
ROBOCOP 375,520 M Summers
ROTOX 183,050(c) Faye Doherty
SIDEWNDER 904,350 S Elsley-Eades
SILKWORM (H) 9,963,360 (c) R Cameron
SILKWRM (J) 2,369,571 K Cameron
SKWEEK 3,375,400 Faye Doherty
SPACE ACE 27,350 (c) Juris Graney
SPC HARRIER 210,855,250 Maverick
SPEEDBALL 17,650 Amos Burbidge
SPEEDBALL 2 394-2 Matt James
STARWARS 5,722,822-33 C Mingos
STRIDER 175,350 Neil Young
SUPER CARS 24 races D Thompson
SPER HNG-ON 25,842,850 D Worthy
SPER OFF-RO $350,000 A Gormly
SUPER WONDER-BOY 87,190 J Stubbings
SWIV(H) 2,108,210(c) R Adams
SWIV (J) 1,788,100 S McKinley
SWRD OF SODAN 403,500 S Begley
TEEN.M.N.TRLS 548,600(c)J Leeken
TERMINTR II 53,968 (L6) S Hollman
TEST DRIVE 131,076(c) J Nogiet
TEST DRIVE 2 659,992 M Summers
TETRIS 39,586 (774 Lines) C Lewis
TETRIS Level 232 Stephen Lark
THE RNNING MAN 123,500 O Rucci
THNDERBLADE 2,034,040 De Moose
THUNDERCATS 522,300 S Southurst
TOWER OF BABEL 25,934 (c) S Lark
TRBO OUTRN 109,260,819 M Manila
TURRICAN 1,735,100 (c) A Jenkin
TURRICN II 3,307,760 (c) M Beetson
TV-SPORTS BSBLL 192-39 M James
TV-SPRTS FBLL 189-0 D McKinney
TWINWORLD 24,640 Carol Love
TYPHOON 54,255 Owen Webster
U.N.SQDRN 762,255 (c) T Stojanouski
VIRUS 19,801 Scott Southurst
WHIRLIGIG 28,210 Nathan Allen
WINGS 432 kills Robert Irwin
WINGS OF DEATH 56,670 Robert Irwin
WONDER BOY 381,186,042(c) K Cameron
XENON II 1,107,280(c) Mark Porta
ZOOM 67,051 Steve Jones

COMMODORE 64

ALLEY CAT 1,101,150 Simon Mitchell
ALTERED BEAST 312,400 Rick Zanker
ARKANOID 930,340 Joseph Wright
ARKANOID 2 756,250 Mean Max
BATMAN 521,360 The Joker
BATMAN-THE MOVIE 1,087,080 M Bradley
BANGKOK KNIGHTS 39,600 Josh Smith
BOMB JACK 521,820 Adam Wade
BUBBLE BBBLE 6,963,930 (c) D Gamilovic
BUGGY BOY 182,790 P Murray
CABAL 194,450 The Joker
CHASE HQ 11,366,900(c)Happy Hacker
CHASE HQ II 29,160 (C) Adam Wade
CREATURES 10,123 Adam Malinowski
DAVID'S MID MAGIC 669,150 The Joker
DOUBLE DRAGON 35,820 (c) Akil Prasad
DOUBLE DRAGON II 255,190 N Heeswyk
DRAGON BREED 496,870 Happy Hacker
FAST BREAK 136 to 9 Chris Byrne
GHOSTS AND GOBLINS 325,600 A Wade
GHOULS & GHOSTS 568,110 (c) A Wade
GIANA SISTERS 287,100(c) Adam Wade
GRYZOR 228,600 Mean Max
H. MARADONA Level M N. van Heeswyk
HAWKEYE 207,650 Adam Wade
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INT. KARATE 139,300 Paul Millward
LAST NINJA II 19m09s (c) Marc Bell
MIDNGHT RESISTANCE 28,540 (c) Q Pike
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PARANOID 103,080 Chris Nilsson
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QUE-DEX 639 Chris Byrne
R-TYPE 1,890,210 Akil Prasad
RAINBOW ISLS 7,653,241 A Malinowski
RAMPAGE 180,000 Adam Wade
RICK DANGEROUS 66,280 Adam Annen
ROBOCOP 237,170(c) Adam Wade
ROLLING THUNDER 417,280 Adam Wade
SALAMANDER 235,300 Paul Millward
SHINOBI 664,372(c) Winston Diaz
SILKWORM (Heli) 965,200 (c) Adam Blanch
SILKWORM (Jeep) 244,500 (c) A Blanch
SKATE OR DIE Freestyle 22,850 The Joker
STREET FIGHTER(c) 169,900 A Wade
SUPER CYCLE 223,040 Andrew Gormly
TARGET RENEGADE 330,450 C. Byrne
TEST DRIVE 36,144(c) John Nunes
TEST DRIVE II 249,543 (c) A Batroc
TETRIS 35,335 (459 lines) Adam Annen
THE TRAIN 9,500(c) Adam Annen
THUNDERBLADE 1,734,040 Troy Morrison
THUNDERCATS 259,500 Joseph Wright
T.M.N TURTLES 4,340 James McLeod
TOUR DE FRANCE 8:59:03 James McLeod
TRAZ 54,560 Dave and Sue Upton
TURRICAN 1,239,040 Adam Malinowski
UNTOUCHABLES 70,230 Simon Walford
WIZBALL 999,999 (c) G. Beaven
WONDERBOY 560,320 Happy Hacker
WONDERBOY 2 34,640 James McLeod

Scores followed by (c) indicate that the game has been completed.

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MICHAEL SPITERI'S

Adventurer's Realm

September marks yet another year of Adventurers' Realm, the only column in any Australian magazine that specializes in helping adventurers on Amiga, C64, Vic20, and Commodore PCs. We have established a huge network of clever contacts who freely volunteer their time to help you. An updated list will be printed in the January issue, or you can write to us for a copy.

If the Clever Contacts cannot help, you could try one of our free hint sheets. If that fails, then simply send in your problem to me, and if I can't help you, I'll print it among these pages for others to peruse.

The Realm is not only about solving problems, we gratefully accept any hints and tips, and we are very interested in your news and views regarding adventure and roleplaying games.

The address to write to for anything to do with adventure and RPGs is: Adventurers Realm, 12 Bridle Place, Pakenham, Vic 3810.

If you want specific help in Role Playing Games (RPGs), then direct your mail to Kamikaze Andy (alias Andrew Phang). He has heaps of hints on RPGs (as well as being a clever contact), however he does not have hint sheets - so don't ask him for any. His address is: Realm's Dungeon, PO Box 1983, Canning Vale, WA 6155.

Always enclose a stamped addressed envelope.

Free Hint Sheets

The Lady of the Realm, Kerrie Spiteri, is still doing the backstroke in last month's letters. You can make her job easier by always including a stamped addressed envelope. Send a list of the hint sheets you would like on the back of an envelope to: Free Hint Sheets, 12 Bridle Place, Pakenham, Vic 3810.

You can select up to four hint sheets for free (yes, free!) from the following list: *Corruption, Pool of Radiance, Zak McKracken, Maniac Mansion, Zork 1, Zork 2, Zork 3, Bards Tale I, Bards Tale II, Bards Tale III, Guild of Thieves, Jinxter, Pawn, Fish, Uninvited, Deja Vu, Hampstead, Hitchhikers Guide, Faery Tale, Borrowed Time, NeverEndingStory Pt1, Dracula Pt2, The Hobbit,* and the Complete Clever Contacts Listing.

Affordable Multi-Game Hint Books

Computer Adventure Games: Hints and Tips (The Second Official Adventurers Realm Hint Book) is available from newsagents all over the nation at only $9. Great value considering you get hints and tips to over 25 games, valuable playing tips, and bonus adventure mapping sheets. Look out for the big dragon on the front cover.

If your newsagent doesn't stock it, dob them in to Darrien on (02) 398 5111.

There are still a handful of copies left of the *First Official Adventurers Realm Hint Book*, which contains hints and tips to over 40 adventure games. You can order your copy directly from the Realm. Just enclose $9 (which includes postage and packing) in an envelope, and send it to: Realm's First Hint Book, 12 Bridle Place, Pakenham, Vic 3810.

Hot Gossip from the States

Return of the Zorkers? This could become a reality next year when Activision release a new Infocom title, *Return to Zork*. So far we have had the ever popular *Zork I, Zork II,* and *Zork III,* plus *Zork Zero* and *Beyond Zork*. All have tantalised and troubled adventurers for well over a decade. Well, Activision have seen fit to resurrect the *Zork* legend, bless their little cotton socks, and we could see *Return to Zork* on our shelves some time next year.

Activision have also released all of Infocom's classic text and graphic adventure games in two great packages. *The Lost Treasures of Infocom* (1 & 2) each contain over 15 adventure games that were once classified as the best in the world. Package 1 is available now for the Amiga and Commodore PCs.

C64 Adventure News

Peter Nuzum of Lara took up the special offer by Brunswick Publications for five disks packed with C64 adventure games at only $3 a disk. Peter found that many of the games were quite good, and represented excellent value for money. If you missed this offer, here it is again. Send $15 to PO Box 458, Bondi Junction, NSW 2022 made out to Brunswick Publications. Make sure you mention Adventurers' Realm!

The Maxwell Computer Centre in Nicholson St, Abbotsford, Vic, are one of the very few stores who continue to support the C64, and they have hundreds of new release C64 adventure games. Send them a line for a free catalogue, or drop in and browse.

Adventurers' Realm will continue to give free plugs to any business or organization who support the C64 as far as adventure and RPGs are concerned, so send in your details now. C64 users are starving for new adventure games.

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Adventure Chit Chat

Peter Nuzun writes with glee ... "I finally did it - I got through one of the C64 Pro-Pack games. This has only taken me four years. The game is *Last Planet*. Unfortunately I am still stuck in the other two - *Island of Spies* and *The Temple Curse*. I have included a hint sheet for *The Last Planet*."

MS: Well done Peter, and to make sure adventurers don't have to wait to see your hint sheet, I've decided to print it in its full glory this month.

Matthew Armstrong of Geelong in Vic writes ... "I rang a computer store in Geelong to see if *Monkey Island 2* was in. They said wait about two or three weeks. I desperately want this game and I don't know if they are right. Your magazine has said things like "Expect *Monkey Island 2* this month." It said this a couple of months ago. Could you please help me out in any way?"

MS: *Monkey Island 2* is out now, however current indications show that it won't stay on the sbelves long enough for you to think about buying it. It is a big hit, however it did have a delayed release (beyond the Realm's control!).

Dave Betts of Modbury Heights in SA writes ... "I have just reeceived *Pools of Darkness* from a friend in the States for my Amiga. The game is huge and looks great. The spell effects are visually far superior to any other of the series and I think it will take quite a while to complete."

MS: Thanks for your comments, Dave. Kamikaze Andy will probably keep us updated on the release of *Pools of Darkness* in Australia.

Chris Turnadge writes ... "Is *Countdown* by Access Software available on the Amiga? If so, how much is it and who distributes it?"

Chris also mentions that you should try using GOLD as a nav-code in *Mean Streets* for an interesting view.

Sylvia Symonds of Toowoomba in Vic (?) writes ... "I am writing this letter to thank Alex Stivala for helping me out in *Red Moon* and Andrew Gormly for his help. The only trouble is, I wanted to know if *Rick Dangerous 2* is available on disk for the C64. I am still trying to find out about *Erik the Viking*. Any help would be fine!"

MS: I would also like to thank Andrew Gormly for his *Labyrinth* solution, Michael Cook for the *Battletech* codes, and Peter Georges for the *Monkey Island* hints. Can anyone help Sylvia?

Adventure Trading Post

In this new service to Realmers, you can swap your old adventure games for others, sell your games, or put out a plea for a game.

Daniel Smith of PO Box 9, Old Noarlunga, SA 5168 has *Three Stooges, Rocket Ranger, Sinbad and the Throne of the Falcon*, and *Knights of the Sky*. He would swap these for *Monkey Island 1* or any SSI AD&D games.

Mohit Roo of 17 Lynette St, Boronia, Vic 3155 is after *Mindwheel, Zork 1,2,3, Beyond Zork, Hitchhikers Guide*, and *Heart of Africa*. He would be willing to buy these games, however he does have some older ones to swap. Write to Mohit for more information.

Matthew Armstrong of 11 Harcombe St, Bell Post Hill, Geelong, Vic 3215 has *Indy* and *Police Quest 1*, and he would like *Maniac Mansion* or *Zork 1*. He might also pay cash for *Maniac Mansion*.

Clever Contacts

Paul McLachlan of 60 Hertfield St, Blakehurst, NSW 2221 is the latest Realmer to join the Clever Contacts network. He can offer help and maps in all of the old adventure games by Infocom.

Another new member is Daniel Leggett of 16 Knighton Place, South Penrith, NSW 2750. He can offer help in *Champions of Krynn, Death Knights of Krynn, Police Quest 1 & 2, Kings Quest 1,2,3* and *4, Space Quest 3, Codename: Iceman, Gold Rush, Manhunter: New York, Indy, Larry 1,2,3*, and *It Came From The Desert I*. Please enclose a stamped addressed envelope.

Peter Nuzum of 50 Smeaton Close, Lara, Vic 3212 joins the ranks by offering help in *Maniac Mansion, Zak MacKracken, Runaway, The Last Planet, Deja Vu, Bastow Manor*, and most of Scott Adams adventures.

Another new contact is Aaron Davis of 1503 Dohertys Rd, Werribee, Vic 3030. He can help out in *Space Quest I,II,III,IV, Kings Quest IV,V, Maniac Mansion, Police Quest II*, and *Black Cauldren*.

Matthew Armstrong of 11 Harcombe St, Bell Post Hill, Geelong, Vic 3215 has updated his list of games to now include *Monkey Island, Indy, Zak McKracken, Bards Tale, Larry 1, Space Ace, Kings Quest 1,2,5, Police Quest, Hugos House, Sim City, It Came From Desert, Maniac Mansion, Zork 1,2*. Send Matt 50c for photocopies of solutions, and a blank disk if you would like his team of Bard's Talers. Please enclose a stamped addressed envelope.

Also from Geelong, and updating his hints list, is Andrew Malden, 60 Heytesbury St, Herne Hill, Geelong, Vic 3218. Send him 50c for a photocopy of the game you want. He has hints for *Might and Magic 3, Ultima IV, Hitchhikers Guide, Robin Hood, Leisure Suit Larry, Maniac Mansion, Kings Quest 5, Lemmings, Bard's Tale, Zak McKracken, Indy., Cruise for a Corpse, Hugos House, and Monkey Island 1 & 2*.

Clever Contact Mark Healy of 78 Ipswich St, Esk, Qld 4312 adds *Monkey Island 2* and *Kings Quest V* to his list of games.

The Clever Contacts are all volunteers, so please make sure you make their job as simple and as uncostly as possible. Always enclose a stamped addressed envelope, and always enclose sufficient funds for any photocopying required. Finally, a very big thank you to all our Clever Contacts.

Problems, Problems & more Problems or the Troubled Adventurers Dept.

Dave Betts of Modbury Heights in SA writes ... "I am presently playing *Eye of the Beholder* 2 and have come across a problem that I cannot solve. I have nearly completed the test area and have fed all the mouths with the various objects they hungered for, but I cannot find the last item which is the cursed sword Hunger. Without this I cannot get the door open to the towers. Hopefully you can help me."

Peter Nuzum, having solved Last Planet, is now deeply troubled by the two remaining Pro-Pack adventure games. In *The Temple Curse*, how does he get out of the furnace after getting the main treasure, and how and where are the skull and magic blanket used. Then in *Island of Spies*, how does he enter the passage to the south in the mining ground after pulling the rock away.

Steven McKinlay writes... "I seem to be stuck on the second level of *Knightmare*. I have collected four of the golden keys and passed through those doors but am now stuck as I need a fifth and cannot find this vital key. I have searched the entire level for any obvious place but cannot find it. Where is the hidden key or how do I get out of this predicament?"

Stuart George from Springvale is stuck in *Time Quest*. He has saved Caesar's life, got the powerful aphrodisiac that turns you into bigfoot (!), but with so many options open to him, what does he do next? How does he get the cloak off the old scholar man from Rome? Is he supposed to put the gem from the God of Pain's stomach into his mouth after all the Chinese guys die? Why does the druid only say one thing all the time whenever he asks him something? How does he get out of the cannibals' pot? As usual Stuart is up to his neck in problems. In *Fantastic Four*, how does he get the thing out of the tar pit? He cannot get to the bottom of the pit because he cannot hold his breath long enough.

Louisa Sellek is stuck in *Monkey Island I*. She has defeated the Sword Master and has pinched the idol, but she cannot seem to find Stan.

Peter Georges of St. Clair in NSW is tackling *Eye of the Beholder*. It appears some yellow spiders are distracting him. Any takers?

Peter Kelly of Croydon Park in NSW would love to have any help, tips, or cheats for *Legend*. You could try a Clever Contact, Peter.

Michael Cook from Tassie is stuck in *Cadaver*. He is lumbered on the second level and cannot get anywhere. Any *Cadaver* experts out there?

Help, Help & more Help or the Smart Adventurers Dept.

Andrew Gormly of Walkerville in SA comes to the rescue of Stuart George who couldn't find the Mark of the Snake in *Ultima III*. Andrew replies ... "The Mark of the Snake, according to my trusty notebook, can be found on the eighth level of the dungeon on the large island east of the mainland. Once you have this, and if you have both of the other two Marks (King and Fire), the Mark of the Force should also then appear on that level."

Robert Germein writes from between addresses at a terminal in Fremantle to save Jody Lidstone in *Conquests of Camelot*. To cross the ice you must pick up the rose from rose bush and when you are at the edge of the ice, say the message of the rose. Stay inside the magical stuff and you will cross the ice. Give 5 silver coins to the old ones. They will give you a key which you use to open the well. Inside the well is the crystal heart, which gives you ... (MS: Too much Robert! Jody can work out the last bit.)

Matthew Armstrong and mates were stuck in *Kings Quest V*. To escape from the forest, mix jewels with honeycomb and something amazing should happen.

Chris Turnadge was unable to get off the ship in *Monkey Island I*. Try putting the gunpowder in the cannon nozzle and use the rope as a fuse, burn the feather for a light and use the pot.

The Special Quests of Eye of the Beholder

Wently Kelso writes... "I would like to advise you of the special quests which are in the game *Eye of the Beholder*, as requested by Matthew Beetson back in May. These quests do not have to be completed to finish the game, and have been included as an extra bonus."

. MS: Thanks Wently. Here are the special quests:

Level 1 (Kobold) Find the shelf with two scrolls south of the ladder. Take the scrolls and put a knife in the shelf.

Level 2 (Zombie) Find the four dagger wall carvings and place a dagger into each carving.

Level 3 (Kuotoa) Remove the four gems you inserted in the statue's eye.

Level 4 (Spider) Pull the chain just north of the entrance first.

Level 5 (Dwarf) Put six food rations in the shelf marked pantry.

Level 6 (Kenku) Put all ten kenku eggs in the room marked next.

Level 7 (Drow) Take the stairs to the room with five portals. Put a stone portal key in each of the three shelves.

Level 8 (Hell Hound) Find the room with twelve empty flame gauntlets. Put a dart in each one and then step on the tread plate.

Level 9 (Displacer Beasts) Take the stairs to the room with the message "It is written the key lies on the other side", then throw a dart at it.

Level 10 (Mantis) Find the room with three shelves and four waiting mantis warriors. Put a kenku egg in the

centre shelf, the end shelf, and the shelf nearer the door.

Level 11 (Mind Players) Find the room with eight levers. Pull six levers down and leave the second lever from each end up. Put any scroll in the shelf to the south and then pull the closest lever twice. Return the dwarven healing potion found here to the draves on level 5.

Level 12 (Xanathar) Use the wand of Silvias to force Xanathar back into his own blood stained trap.

Hints for the Last Planet ... by Peter Nuzum.

Many of the items are red herrings so be choosey in what you take. Use one item from the rotting house to cross the ravine at the lake. The item in the shed will be important in dealing with the green man. Climb the stalactite in the cave to see the picture. Get the ice and slide to get out of the ice cavern. Go east and collect everything you find. Type Help into the computer to get assistance. Move the green man before shooting him - a broken mirror won't the good to you. Shoot the gun more than once to weaken the force field enough to hold the mirror properly. Think disco to enter the force field. Wake the guard and make friends with him hy giving him something that he lost. You will have to fly up the lift to reach the four huttons. Make sure you get the order correct when using the three switches in the lift control room. Make sure you have the item found in the lift when you start the spaceship engine. You should now be able to reach the lift buttons so make sure you press the right one.

ENTERTAINMENT HINTS & TIPS

After a disappointing lack of Hints in the mailbag this month, I thought our resident shyster Juris "UBI" Graney could lend us a hand with some Amiga hints. First off, Juris offers these tips for Action Replay Cartridge owners.

The following cheats give extra or infinite lives:

The Simpsons - 006021
Xenon II - 000CCB
Gods - 000255PP
Hammer - 01058F
Chuck Rock - 00697F
Robocop II - 001695
License to Kill - 01081FSt
Dragon - 01160B
Backlash - 00A0C0
James Pond - 0001B1
Baal - 00FA20
Wizball - 05907D
Super Wonder Boy - 009F9 (this gives you credits)
Brat - 0080B7
Switchblade II - 00261F

Navy Seals - After the flop of the movie, the game wasn't much of an improvement. Still, type PSBOYS on the highscore table. Then press ESC to skip levels.

Judge Dredd - Although an ageing game, old Judge is still very hard. So to skip levels, follow these simple commands. Log on the computer as DREDD. Then type BRUCKEN PLAYING HEROQUEST.

Gazza 2 - Why anyone would buy this game is beyond me. Still if you're having trouble winning, when you are winning, press ESC to win the match.

Sly Spy - James Bond, eat your heart out. To create infinite credits, enter 007 as a level code then type in SHAKEN NOT STIRRED.

Brat - I know a few of these, but if ol' Nathan isn't up to scratch, try these level codes for the later stages:

1-BISHIAMO,
2-MIHEMOTO,
3-SASUTO20.

Super Cars II - To access the cheat mode in one of my favourite games, enter player one's name as 'Wonderland' and player two's name as 'The Seer'.

Killing Game Show - Another one of Psygnosis excellent games. One of my friends hates this game, hut enjoys watching the intro. Cooeee Tim. Anyhow, while the replay is playing hit the HELP key and you'll restart from that point with five lives.

That's it from Ubi's hint collection. Now here's a few tips from our readers.

First, let's hear from Bruce Sullivan. *Super Off Road Racer* - To get infinite credits, says Bruce, before inserting the disk hold down the fire hutton or use the auto fire button. Keep the button down until you get to the selection screen. Play the first race and when the shop screen comes up, if the credit window has symbols instead of numbers then the cheat worked. But, Bruce notes, you will still have to push the fire button to continue when you lose a race.

Rainbow Island and New Zealand Story

Finally this month from James McLeod in Sebastopol, Vic, comes the news that pressing down the right mouse button as you load *Rainbow Islands* and *New Zealand Story* will give unlimited lives.

Brainball - Bruce also sent a complete set of level codes for *Brainball*, and here they come...

1.	11.BIGAGNUS	21.LAMBADA	31.FLIPPER	41.HOOLIGAN
2.WELLDONE	12.CHIPCHIP	22.ERTERZUT	32.COFFEE	42.LEVEL 42
3.PPHAMMER	13.HATTHATT	23.LEVEL23	33.DOENER	43.OWLPARTY
4.FORTUNE	14.FRANKLIN	24.BIGDREAM	34.NO COKE	44.FREESHOT
5.READY	15.PJOTRE	25.CINEMAXX	35.SMOKIE	45.BIERZELT
6.STEADY	16.HUI LUIS	26.SMARTIES	36.ALLSTAR	46.LAADAADI
7.NO GO	17.ESCAPE	27.LOGOGO	37.SOLFWARE	47.LAADAADA
8.JOYSTICK	18.CONTROL	28.SQUARES	38.COMPUTER	48.NOWAYMAN
9.RUTODFGP	19.SPACE	29.SPEEDIE	39.DISKFULL	49.RUSHRUSH
10.DENISE	20.AMIGAFUN	30.SERPENT	40.HARDWARE	50.THE END

The Dungeon by Kamikaze Andy

I have received several letters asking why the Dungeon (or indeed the Realm) has not published the answer to a particular problem found in Infocom's *Battletech* RPG. The reason is simple: if you don't already have the solution, then you probably don't have the game manual (and that makes it a very dodgy situation indeed). The question most often asked about *Battletech* is, of course, what to do in the Map Room. So now you know: Look in the MANUAL!

It seems that Legend Entertainment (publishers of the *Spellcasting* series of text/graphic adventures) read last month's Dungeon, because they immediately confirmed with me that they would not put out Amiga versions of their games. This is disappointing news since their latest release, Frederick Pohl's *Gateway*, is simply brilliant, with excellent graphics and animation, and moderately tough puzzles.

New Dungeon Master

Hottest rumour of the month is the possibility of a new *Dungeon Master* RPG from the original designers, FTL Software. While Amiga RPGers have been patiently waiting for the "space based" *Dungeon Master II*, it seems that FTL have been busy converting their original hit onto other platforms (like the Super Nintendo) instead of starting work on the sequel. *Dungeon Master II* will have to redefine the state of the art in computer 3D role playing if it is to emulate the success of its predecessor, given the excellence of some other similar games available today (like Electronic Arts' *Black Crypt* and SSI's *Eye Of The Beholder II*).

Speaking of SSI, their latest release date for *Prophecy Of The Shadow* (one character RPG with overhead graphics like *Ultima*, mouse/icon control, and digitized video footage) is the end of this month. Sure ... we've heard that one before. They also claim that *DarkSun: Shattered Lands* will make it to the shelves by the New Year, and hopefully will be joined with *Eye Of The Beholder III* (probably much later in 1993) and *Treasures Of The Savage Frontier*. The latter is slightly better than its awful predecessor, in terms of storyline at least. I won't comment on the actual implementation of the game on the Amiga until the final product is released. It looks like *Treasures* will be the last in the *Savage Frontier* series, which is unusual since SSI usually try to milk as much as possible out of their AD&D license.

Dark Queen of Krynn

Dark Queen Of Krynn (also the last in this particular series of AD&D RPGs, set in the DragonLance world of Krynn) appears set to ship in a few months time. This time your party has to confront the evil Dark Queen herself, with the chance to rid the realm of this menace forever.

While strictly not a role playing game, Ocean Software's *Epic* does possess some RPG characteristics (storyline, character development over a period of time and missions, and one or two others) and it's simply one heck of a computer game! If you can't wait for Origin's *Wing Commander* (which has been delayed yet again) then you have to check this one out. Hopefully Ocean will do as good a job with *Hook*, a graphic adventure based on the Spielberg movie. *Hook: The Graphic Adventure* bears striking similarities to LucasArts' *Monkey Island II*, right down to the icon inventory controls and the type of "piratey" humour found in both games. Early screenshots look promising, so you might want to have a look at this one as well.

As for LucasArts, their *Indiana Jones And The Fate Of Atlantis* will finally ship in a month or so, and may soon be followed up by another similar product next year. This time, expect it to be based on the Young Indiana Jones Chronicles, a weekly US TV series that explores the life of a teenage Indy in various historical adventures. At this stage, it doesn't look like their plans for *X-Wing* (as mentioned last month) will make it onto the Amiga.

This month sees the release of *Daemonsgate*, the first of what is a planned series of RPGs from software publishers GameTek. The designers hope to fill the void left by Origin's *Ultima* series after suggestions that Richard Garriott's company would not continue converting its hit products for the Amiga. *Daemonsgate* uses an overhead perspective like *Ultima*, but promises a lot more interaction with characters in the game world, as well as lots of colourful graphics.

Magic Candle

Mindcraft hope to have *Magic Candle II* out for Amiga by the end of the year at the latest. They are still considering plans to convert the first *Magic Candle* (some of the guys at Mindcraft feel that the original would be too old for the Amiga RPG market and thus not worth the effort and money it would take to produce an Amiga version).

Another well known RPG publisher, New World Computing, has announced that its next *Might And Magic* scenario will be called *Clouds Of Xeen* and will be set in a world completely different from that of *Might And Magic III* (though the same basic interface will be used). Expect to float above the *Clouds Of Xeen* in early 1993.

Lace up those boots, soccer fans, as Gavin Parsons signs on for a tour with the Poms in ...

John Barnes European Football

Ere we go, 'ere we go, 'ere we go" I cry with the enthusiasm of an English football supporter. I've been selected to join John Barnes in the English Soccer Team to compete in the European Championships.

My soccer freak friends tell me that John Barnes debuted for England in the 1986 World Cup. He's left wing for Liverpool, and is a legend with his free kicks. Programmed by Krisalis, *John Barnes European Football* follows their earlier titles Manchester United and Manchester United Europe - these guys have some experience with soccer sims! I discovered that the English and the Europeans are as fanatical about their computer soccer sims as they are about the real thing. There have been at least 15 other soccer games released for the Amiga ranging from excellent (*Kick-Off 2*) to fairly bodgie, and a few more new releases are on the way.

So why should we look at *John Barnes European Football* over the rest? Let's find out.

I chose England from the eight competing nations and set about winning the European Championships with John Barnes's own team! First on the card we drew Sweden. Both sides played fast and furiously and by half-time I was down 2-0. I felt a little out of my league considering I quit playing soccer when I was 12 years old. But with some brilliant saves from my goalkeeper I managed to contain the full-time score to 2-0. Once I gained confidence with passing, kicking and tackling I found the game to be fast and enjoyable. The tactic that worked best for me was dribbling the ball with one man for long lengths of the field, but my goal shooting was not quite as accurate.

The goal keepers are extremely good so after a bit of practice I found that it was easy to defend but quite difficult to score (to date I have scored three goals, two being from penalties).

This is a hands-on game in the *Kick-Off* style and the appeal is in your ability to control the player nearest to the ball. The game is fast - when the opposition has the ball sometimes it is too fast!

The game has a number of features which add to the realism of the soccer experience:

Close range free kicks can be set up with advanced strategy, allowing both teams to defend or attack as desired with control on the swerve, formation of a wall, and other nice tit bits. In general play you can control the speed, pace, and the height of all your passes. The referees have the authority to warn with yellow cards and send off with red cards (In a match against Sweden, three swedes were sent from the field for illegal tackles on my players - I still lost!).

There's even variation in the weather, which affects the speed and slipperiness of the pitch - all these elements add to the mood and the atmosphere of the game.

Is there something special for John Barnes fans? Yes! When playing for England you have the option to be John Barnes and control him for the entire match. For novices this is an easier but less exciting way to become a European Champion earlier in your soccer career.

John Barnes European Football is easily one of the better soccer sims available - the graphics are fluid and bright, the sound is average but the strategy is complex and quite difficult to master.

The element of these sport games that appeals to me the most are the multi player modes - it is much more enjoyable to beat flesh and blood, and in this case there's a two player option that gives you the opportunity to humiliate your friends before a crowd of screaming English football supporters.

I recommend *John Barnes European Football*. It's the best offering from Krisalis yet, and it gives the aging *Kick-off 2* a good run for its money.

Distributed by Electronic Arts (075) 911 388. RRP Amiga $69.95.

Ratings:	
Graphics	82 %
Sound	70 %
Gameplay	85 %
Overall	85 %

Sensible SOCCER

It's head to head soccer sims this month. So when you've read our review of John Barnes' European Football, make sure you check this one out as well. Juris Graney kicks out Kick Off and crowns a new King of the sport sims.

As the faceless crowd stares down at me with anticipation, the ball rests at my feet. The bright Wembley lights make everything on the pitch stand out. I look towards the goalkeeper. He's talking to himself, getting his body in tune with his mind. I look at my team mates. They stare back at me with hope in their eyes. I back away slowly, preparing my run up for the kick. The huge crowd is silent, waiting. I move in, my feet moving like lightning. I strike the ball with immense force and send it spiralling into the air. The goalkeepers face is filled with dismay, as the ball turns through the air away from him. He makes a last defiant leap, but to no avail - the ball strikes the back of the net and drops to the ground. My team mates lift me onto their shoulders and carry me around for a lap of honour. Ahhh, what a dream. But let's get back to the real world.

Sensible Soccer, as described by the title, is a soccer game. Or to put it into the correct British terminology, a football game. It's full on action, with a choice of competitions - Cups, Leagues, and Championships, both real and imaginary, with 64 top European football clubs and all 34 European National teams including over 1250 different players. Bigger, dare I say, then Ben Hur.

Sensible Soccer has many features that outclass all the other football games. I have to say, at last, that *Kick Off* has met its match. *Kick Off* is finally ousted from its perch as the number one football sim - in its place, a proud *Sensible Soccer*.

Sensible Soccer boasts 100 European teams, the ability to design your own cup tournament, 1 & 2 player modes, a second disk full of crowd sounds, a subs bench with a manager and a physio, tactical advice on your opposite team plus a full European championship competition. Add the ability to make your own teams, rename them, re-dress them, change their names and colour, their field positions and who goes as a substitute and you've got a very flexible game indeed. With all these features, you can be sure that you will be at your computer beating it out with the best of them.

Graphically, the game looks surprisingly like Kick Off, though the screen is a little smaller. The sounds are excellent and the animations are accurate and well detailed. You can even see their tiny faces change expression once they miss a goal. The crowd will then follow with a series of 'Ooohs' and 'Aaaahs'. The controls are the same as all soccer games, so if you have played one, you have played them all. If not, then it will take you a five minute maximum to figure it out. The stylish graphics and animations are the first thing that make this game stand out from the crowd, but after the intial thrill, the game has plenty of tactical depth to keep you going. Even if you hate soccer, I can assure you that you will love this game. The user-definable leagues and the plethora of tournaments help to secure longevity, and the two player option will outlive almost any of the games around.

Sensible Soccer is a truly magnificant game. If you think that the *Kick Off* series was good, wait till you try this little baby. It's a ripper of a good time.

Distributed by Mindscape (02) 899 2277. RRP Amiga $69.95.

Ratings:	
Graphics:	85%
Sound:	89%
Addictiveness:	92%
Lastability:	95%
Overall:	92%

FIRE & ICE

Here's a game that will get you all fired up, says Juris Graney as he checks out this month's Mindscape prize game. Does he like it? Read on and find out ...

Fire & Ice is a top class platform action game, in which you take the role of a clever character named Cool Coyote. It is your job, as usual, to save the earth. With a little help from the god Glemm, you have to track an evil dude named Suten through four worlds of intense arcade action. Glemm takes the roll of - wait for it - a puppy.

Yep, you read it right. He's a puppy god. Anyhow, you have to shoot your way through four worlds of chaotic platforms to save the earth from destruction by the fire god Suten.

Suten has just blown up another planet and has come to earth for a holiday. He likes it here, so he starts making some devious plans to take over. As everyhody knows, property developers can get very angry with anyone who tries to stop progress. And Suten is no exception. Get in his way, and it's curtains! He's been known to blow up whole planets just because somebody disturbed him.

Suten's 12 light year trip through space has fortunately left a trail, and this is where Glemm comes into the picture. Though he looks like a cute little doggy, Glemm is actually a special agent kind of god. Hmmm. Anyway, Glemm finally tracks Suten down, but he doesn't want to startle him - this, of course, could be dangerous for the surroundings.

So Glemm enlists your help. You're Cool Coyote, an everyday coyote who lives in the polar regions, and your task is to track down Suten and destroy him.

Fire and Ice, subtitled 'The Daring Adventures of Cool Coyote' is a very cute game. In fact, cute is the only word that describes it. The graphics are very well drawn, and cute. The animations are excellent, and cute. The sound effects are particuly good. And cute. That's not a bad thing, though, because the thing that really sticks in my mind about this game is that it's extremely addictive.

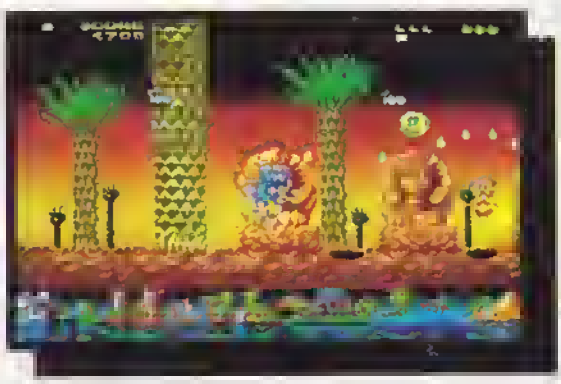
When you start *Fire & Ice*, you'll see a little map at the bottom of the screen which tells you where you are. You start in the polar regions and finish your daring travels in the hot climates of the deserts, passing through the rainforest regions on the way. Once you finish the first part of the first world, you are shown a huge map. This shows you where all the gold coins are, which you are to collect. This map also shows you the location of certain important items like dog food.

Your enemies are also very ... cute. Their animations are well done and silky smooth. The screen animations are the same - fluid, and a treat to watch. Getting attacked by such things as penguins, which waddle around the screen, walruses, which slide around very quickly and albatrosses which drop snowballs on unwary coyotes seems faintly ridiculous - you can't help laughing as you're beaten to a pulp. You'll see other wildlife too, like a skiing beast and Eskimos which throw snowballs at you as you pass. Thunderclouds are scattered around the area and when shot, release snow flakes, which then are used as smart bombs.

Fire and Ice is a great game. It's cute and addictive, there's a whacky plot, and the final conflict is terrific. It's well worth the recommended retail price of $69.95.

Distributed by Mindscape (02) 899 2277. RRP $69.95.

Ratings:	
Graphics:	96%
Sound:	76%
Addictivencss:	95%
Lastability:	91%
Overall:	92%



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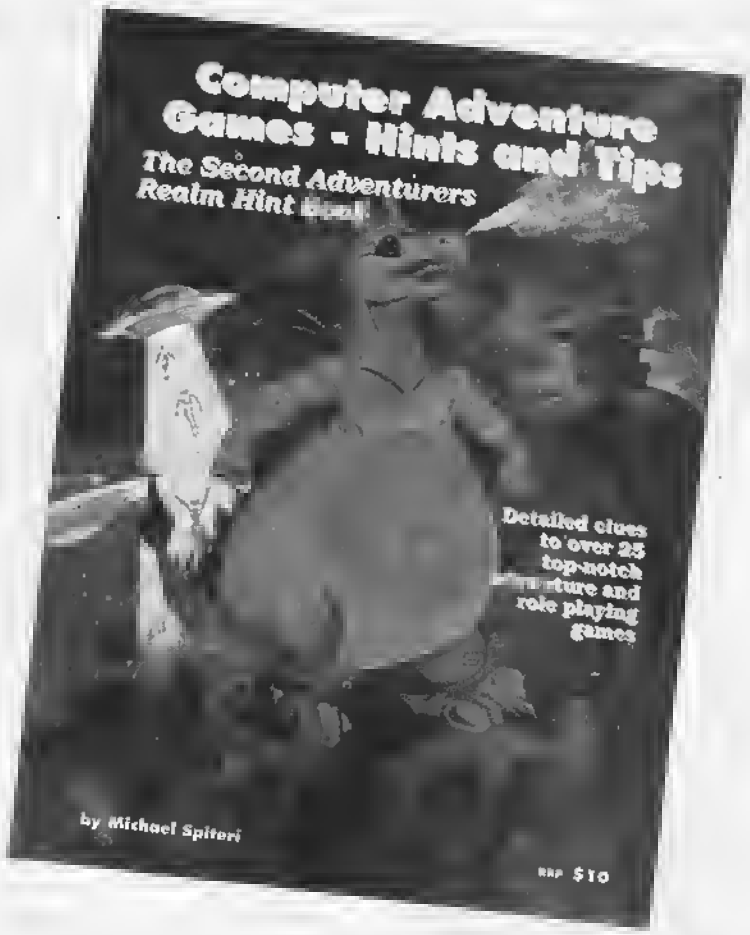

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Plan 9 From Outer Space

Who would want to play a computer game based on the worst movie of all time? Phil Campbell would, for one. Read this report and you'll know why.

There's something strangely appealing about B-Grade Sci-Fi movies. And they don't come much more B-Grade than *Plan 9 From Outer Space*. This low budget 1958 epic has been voted the worst movie of all time. "This is by far one of the worst movies ever concocted," exclaims critic Vincent Beck. "*Plan 9* is so very bad it exerts a strange fascination," reports John Brosnan. And my copy of Steven Scheuer's "Movies on TV" agrees. "Universally damned as one of the worst films ever made," says Scheuer. "This was Bela Lugosi's last film. Outer space zombies raise the dead as the actors battle a non-existent budget and staggeringly inept writing and direction."

And I'm happy to confirm that he's absolutely right. Tin-pan flying saucers ride wobbly strings across badly painted backdrops. And dead-pan actors deliver stilted lines like:- "One thing's sure. Inspector Clay is dead. And someone killed him." Or the memorable:- "What do they want? Where do they come from? Where are they going?" Or even this one: "There comes a time in every man's life ... when he can't believe his eyes." Rivetting stuff. And it doesn't get much better.

So why watch such unmitigated rubbish? Simple. Thirty four years after the movie hit the screen, *Plan 9 from Outer Space* has finally made the big time - and been resurrected as a computer game. And as a bonus, there's a free copy of the movie included with every game.

While reviews of the movie version of *Plan 9* were uniformly scathing, the game has played to a somewhat mixed reception. On one end of the scale, Britain's *Amiga Action* magazine awards the game a rating of 92%. *CU-Amiga* magazine, on the other hand, comments that "*Plan 9* boils down to a very run-of-the-mill point and click adventure," and rates the game at a mere 64%.

Take a pot-shot somewhere in between and you'll be close to the money. On the down side, the game has very little in common with the movie plot. Which ... um ... having seen the movie ... may not be such a bad thing. On the other hand, even though it may be a hit "run-of-the-mill," it's quite a playable little adventure.

Here's the plot. It's 1958, and the six reels of *Plan 9 from Outer Space* have been stolen. Your job is to find them, splice them together in the editing room - in the right order, of course - and return them to the studio in time for opening night. In the editing room, you can replay digitised segments of the actual movie - a nice touch.

The centre of the screen displays your current location, and a tombstone in the lower corner lists a range of possible actions, like "Push", "Talk", "Take", "Drop", and "Open". Playing is easy - simply point to an action with your mouse, click once, then click on an object in the main display screen.

In the studio bathroom, for example, there's a large, bald man combing his toupee. I click on "Talk". Then I click on the man. And immediately, he responds in a comic-book style speech bubble - "Get outta here, punk." I happily oblige.

So far, I've explored the movie studio, a building site, a city coffee shop and a seedy bar, and I've collected enough clues to suggest the first of the missing reels is hidden in Bela Lugosi's rundown mansion. And to be honest, I'm having quite a lot of fun.

Graphics are nice, the sound track is atmospheric, and there's plenty to explore. The movie, on the other hand, is in grainy black and white, the special effects are appalling, and the sound is crackly - I just can't figure out why I keep wanting to watch it again.

Distributed by Mindscape (02) 899 2277. RRP Amiga $99.95, video included.

Ratings:	
Graphics:	76%
Sound:	78%
Gameplay:	85%
Overall:	79%

COVERT ACTION

Dave Sanna goes under cover as he investigates the latest in spy thrillers. Check out his report.

The middle aged executive sat behind his desk in an austere office, and looked out the window. His thoughts were on something other than the view. His face was permanently creased into a frown. As the head of a major security agency, he received mainly bad news - too much recently, by a long shot. The office door opened to admit the executive's chief of staff, a younger man apparently energetic, intelligent, and getting a start on his own permanent frown. The newcomer quickly assessed the other man's mood and took his habitual chair, waiting for the boss to speak.

The older man pulled his eyes from the window and turned. He spoke just three words:

"GET MAX REMINGTON!"

Hey! That's you. Secret Agent Max Remington, the guy they call when things are tough. And they don't get much tougher than this. The future of the world is at stake, and you have to save it! Original concept, hey? But *Covert Action* does have its highlights.

I have to say the manual is very complete in every detail, and for your enjoyment there's even a mini-novel to set the scene. This builds up the atmosphere for a satisfying game. If you have ever wanted to be like James Bond, Remington Steel or Maxwell Smart then now is your chance.

The game has four main sections, in line with the standard duties of a top class spy - Driving, Combat, Cryptology, and Electronics. The aim of the game is to find out all the information necessary to obtain a warrant for the arrest of a criminal mastermind, and thus save the world from his clutches.

So here I am, staking out a house all night. A small figure leaves the building. Through my binoculars, I see a familiar face - I recognise him from the dossier I was given at HQ. Silently I make my way to the car and follow him from a distance. The screen shows the action from above, never my favourite angle for a driving game - this section would have been far more fun if they'd incorporated a "through the windscreen" view driving simulation.

Soon, we arrive at Mafia HQ and the stakeout continues. Electronics comes into play here. Should I wire tap their phones? Then cryptology is used to work out coded messages - hard at first, but it's easy the second go.

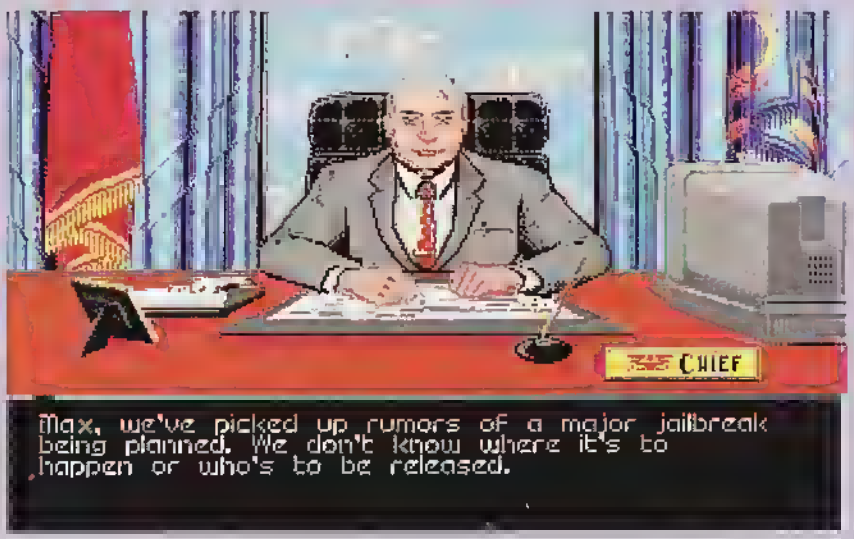
Finally there's combat. This is for when you're sick to death of stake outs and driving and wiretapping, and you're ready for some action. Bust your way into Mafia HQ, with an arsenal that includes a range of weapons, as well as a gas mask and a bullet proof vest.

The sound effects are limited, though pretty good. There are all the usual alarms, screeching tires and gun shots, but not much else. Graphics are a bit of a let down, though adequate for the "thinking" parts of the game.

Overall, *Covert Action* combines Maxwell Smart, the action of James Bond and the excitement of Remington Steele in a playable bundle of fun.

Distributed by Questor (02) 662 7944. RRP Amiga $79.95.

Ratings:	
Playability:	79%
Graphics:	72%
Sound/FX:	74%
Lastability:	75%



Moonbase

Phil Campbell reminisces about the past as he builds a Moonbase for the future in the latest SimCity clone.

It's showing my age, I know. But I can remember the day Neil Armstrong stepped on to the moon. At my school, everything stopped as his voice echoed around the quadrangle. Clusters of small boys stood transfixed, listening to the distant, crackling words of the first man on the moon - "One small step for a man ... a giant leap for mankind."

Great days. Inspiring days. And fifth-class boys had heads full of spaceships, lunar colonies, glass domed moon-bases populated by hardy pioneers as mankind continued to leap for the stars.

Poetic stuff. The reality, of course has been much more mundane. Moon missions are no more. The "giant leap" has fallen rather short. Enter *Moonbase*, a software simulation that brings to life the echoes of schoolboy imagination.

Commander A. C. Norton took over as Commanding Officer of Moonbase Alpha on August 23rd 2025. Norton enjoyed a distinguished military career, before retiring from active duty in 2022. His brief from the top brass at NASA is simple - slash expenses, and make the Moonbase self sufficient within the next ten years.

It's a tough job. "Only things we've got plenty of here are vacuum and dust," says Charlie Weiss as he fills out the daily requisition forms.

"The NASA brass just don't seem to understand that oxygen and water cost money."

"No point complaining," snaps Norton. "Get me the current population and economic figures. And I want to see all department heads at 1430 today. Time to turn this base around."

Norton's task is not an easy one. First, he must decide how to allocate the limited NASA funds. After 10 years, construction and operational funding will be cut off - if the base is not self supporting, he's finished. And so is the *Moonbase*.

Building costs vary according to the complexity of the structure. An inflatable dormitory is fairly cheap, while a Nuclear Fission Plant will put a big hole in your annual allocation. Then there are facilities like Communication centres, pipelines and roads. And Hydroponic Centres. And Research Labs. And landing pads. Spend wisely!

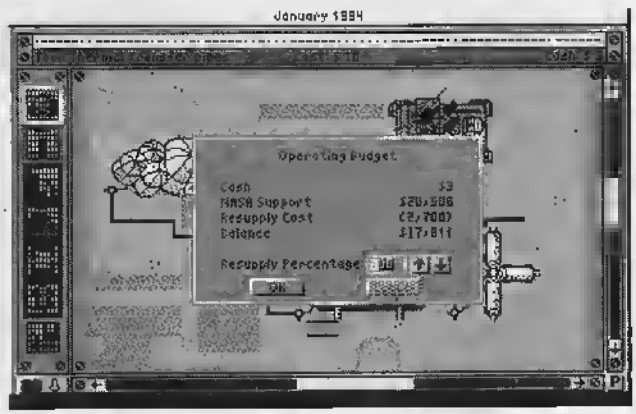
Naturally, good management involves finding ways to make a buck out of the ol' dustball too - as many ways as you can. You can, for example, mine and process Llox, a unique and highly valuable lunar element. Or you can mine and sell He3. And Moonbase processing plants are well known for their superb solar power cells, produced in the Low-Grav Crystal Plants. If all else fails, you can always try tourism. Build a nice hotel, upgrade the landing pads, and you've got the makings of a nice little earner.

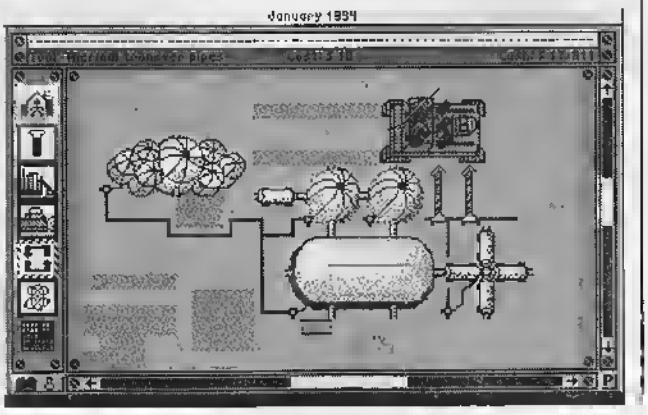
In play, *Moonbase* follows in the well-worn tradition of *Sim-City*. That's not necessarily a bad thing. After all, *Sim-City* is widely hailed as the best computer game ever written. Building is easy - there's an icon panel down the left side of the screen with a series of click-to-activate options. Select a building, then drop it onto the lunar landscape.

The landscape, unfortunately, is drab. Unavoidable, I guess. It looks like the moon. Featureless. Arid. Grey. Apart from a smattering of craters, there's absolutely nothing to report. Your buildings tend to tart things up a little, though graphically they are more utilitarian than elegant.

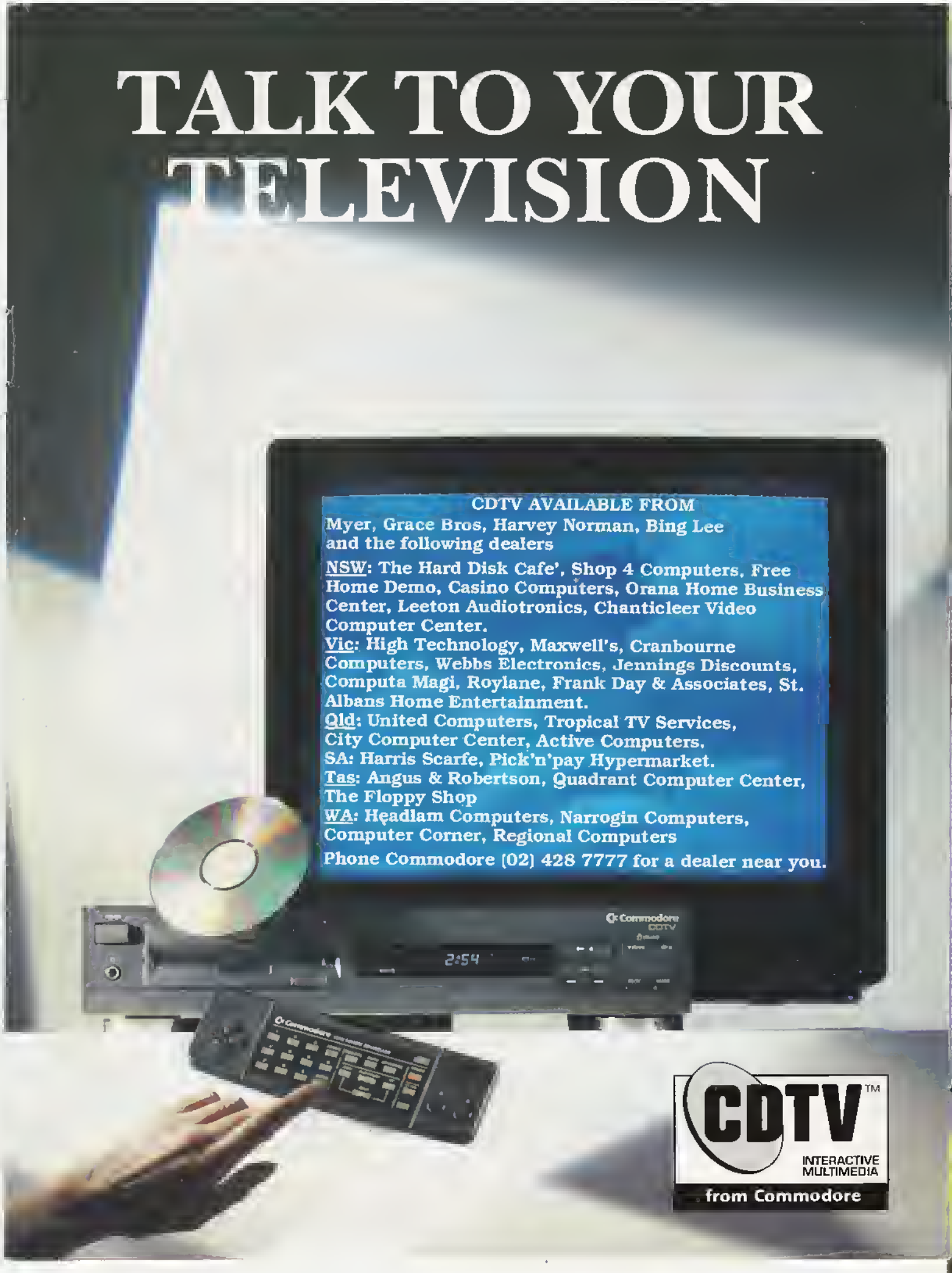
Success, as always, is a matter of balance. The three essential elements in *Moonbase* are personnel, power, and thermal control. Get them right, and you're on your way to success. That's not to say *Moonbase* is simplistic - if you want to dig deep, the game should offer a long term challenge. You can build incredibly complex living communities with ships landing at your spaceports and tiny Lunar Rovers trundling around your roads. The sky's the limit!

Distributed by Dataflow, (02) 310 2020, RRP Amiga $79.95.

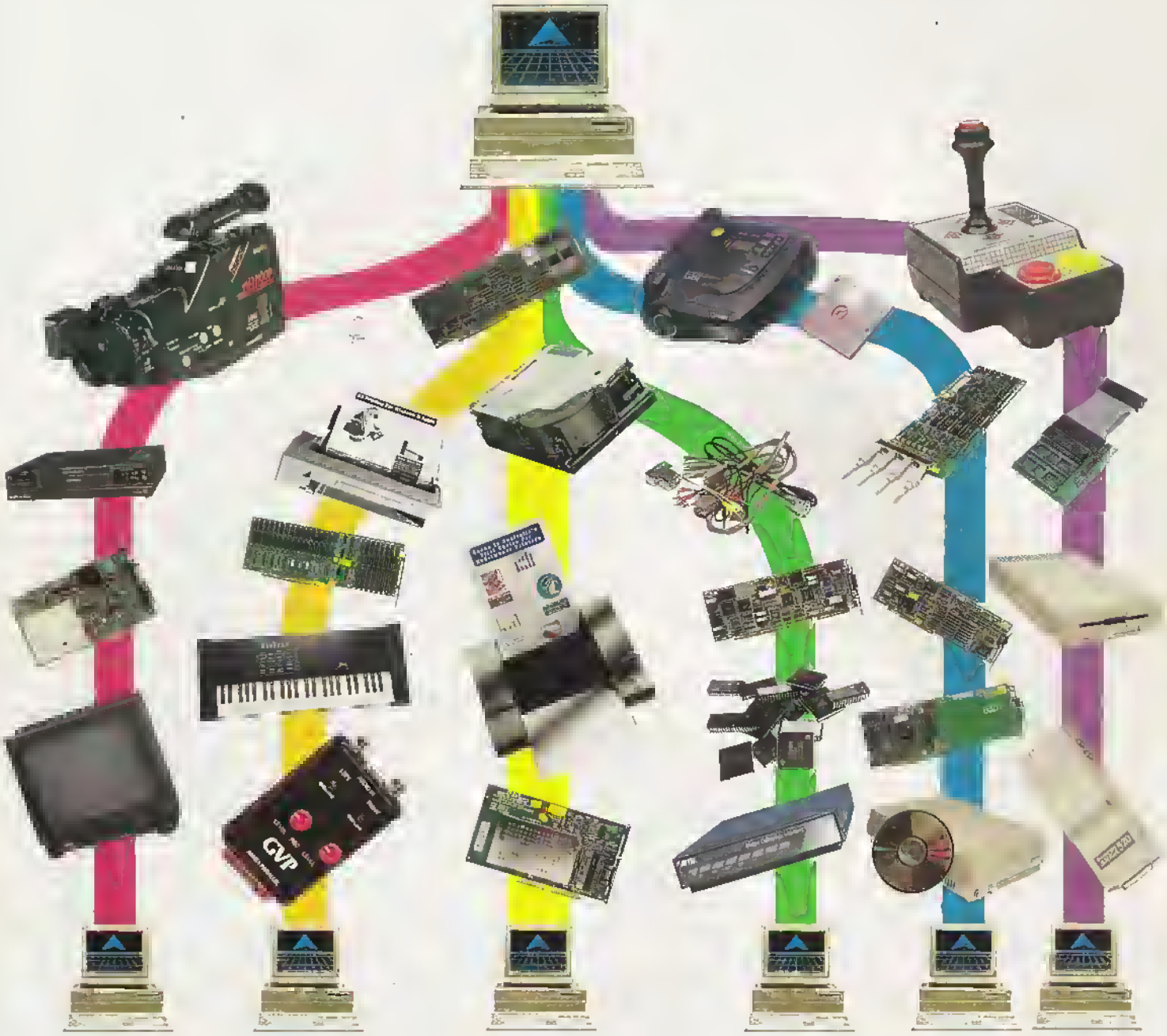




TALK TO YOUR TELEVISION



Evolution of a species



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